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EUROPE'S BIGGEST INDEPENDENT NINTENDO MAGAZINE

# TOTAL!

## REACH FOR THE SKY!!

### PILOTWINGS 64

Essential  
10-Page  
Review

**SCOOOP!**

**HOW DID THEY DO THAT?**  
Exclusive Behind The Scenes Report On  
The Making Of **PilotWings 64**

**FIRST News On Yoshi 64!**

**PLUS!!**

**Pro-Baseball King 64!**  
The Inside Story On The  
Nuttiest Baseball Sim Ever!

**Street Fighter Alpha 2!**  
The SNES Fights Back!

**Kirby's Dream Course Winter Gold Kirby's Ghost House Prince Of Persia 2**

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## COVER STORY

# PilotWing

If you thought *Mario 64* was good then you'd be, er, right. Oh. Well, anyway, the point is *PilotWings 64* is here this month and we were going to make some sort of clever comment about "if you thought *Mario* was good then wait till you get a load of *PilotWings*". Trouble is, we gave *Mario 64* 100% so nothing can be better, can it? Strictly speaking and all that. But, if we're being totally honest then we'd have to admit that *PilotWings* comes pretty damn close. Oh, but we're giving it all



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Kid's Dream Course: Winter Gold Kid's Ghost House Prince Of Persia 2

FIRST News On Yoshi 64!



## NOW FOR SO

### PilotWings 64



To know a bit about how *PilotWings 64* came to be

## In Production



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# s 64

away aren't we? And we mustn't. This is just an intro thingy. What we term as a 'warm up' because it starts you dribbling at the prospect of seeing it in all its gorgeous glory. So, read on dear friend. It awaits.



## REVIEWS

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## SMETHING COMPLETELY DIFFERENT...

### \*The Making Of!



made then you could do a lot worse than check out our EXCLUSIVE 'Making Of' feature

on Page 22. Remember, we are the business. Don't settle for second best.



## Preview: Street Fighter Alpha 2

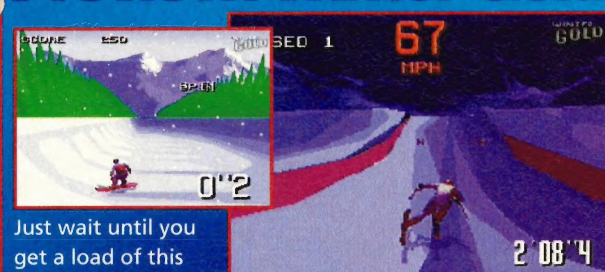


Last month you may recall us taking a News-type look at this potential beauty. Well, this month we give it an in-depth Work In Progress

ganderage. Do you really need to be told again that this is what being a SNES owner is all about.

14

## Preview: Winter Gold



Just wait until you get a load of this snowbound sports sim. It's been developed using the exciting Super FX chip and we've managed to persuade Nintendo to give us a first look at it. Stunning is the word.

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Page 12

Page 10

Pages 8-9



Pages 8-10 – We bring you more news on two stunning upcoming N64 titles, Yoshi's Island 64 and F-Zero 64. Plus, there are a couple of exclusive shots of the now almost painfully complete Wave Race 64. There's also news of a 64 version of the most amusing Clayfighter. And in case you were thinking of rushing out and buying an imported N64, just listen to what Dick Francis of THE games has to say first. Finally, if over the past few months you've cocked a slightly jealous look at a PlayStation owner's copy of Wipeout, you'll find one of our news stories very interesting indeed.

Page 12 – Titan Books have really come up trumps this month. This is your chance to win copies of the brilliant new Batman graphic novels and The Making Of Independence Day. Get a shift on.



▼ The detail is astonishing. The N64's ability to shift 150,000 polygons per second really helps. Wish I could shift as many bin bags.



Hazel the cleaner here. Sorry about this, but the team copped one sight of these screenshots and ran off screaming "Taxi! Take us to Kemco's HQ and don't spare the horses!" Mind you I can see what they're so excited about. This is the best use of tri-linear mip-mapped Interpolation I've seen. Clearly, even the third party developers are getting a firm grip on the N64's workings. Any cups?

# Kemco First

**K**emco America (best known in the world of Nintendo for *Top Gear* on the SNES – see issue 9) recently announced the development of *Top Gear Rally* for the N64. Together with Boss Game Studios (most famous for their ground-breaking special effects in such films as, *Die Hard*, *Ghost* and *Species*) Kemco are currently six months into production of what could turn out to be the N64's racing killer app – let's face it, *Cruis'n USA* isn't exactly ringing anyone's bell anymore.

Colin Gordon, vice president of Boss Game Studios, told TOTAL! "Kemco's original *Top Gear* set a new standard for racing games when it was first published for the SNES. It added a new level of graphic realism for the time, and its split-screen competitive mode brought new excitement to videogame racing." So is *Top Gear Rally* merely an upgrade of the original or a whole new game? Again, Colin had the answers,



"When you're dealing with a powerhouse game system like the N64, you can't build from old ideas. You have to start with fresh ideas, otherwise you end up making enhanced versions of 16-bit games." Good man.

Colin and his team are currently planning to include 10 tracks and 15 customisable vehicles. So far the game includes Porsches, Toyotas and four-wheel drive pick-up trucks racing through mud, rain, night and day and other ridiculously tricky driving

conditions. But that's not all, it also includes one other very interesting addition, "We plan to create a track editor that lets players design their own tracks.

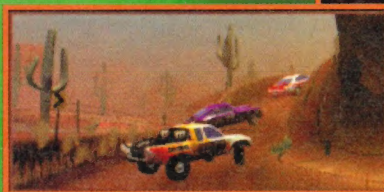
◀ Traditionally, Nintendo have always had the technological edge over its competitors. With the N64 though, the difference is even more marked. The developers of *Sega Rally* and the PlayStation's version of *Ridge Racer* must be feeling pretty sick. This office is a right state, best get a new pack of dusters.



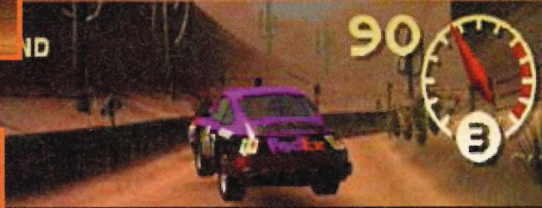




► These snow scenes remind me of last winter. I was snowed in for a fortnight. The office was a tip when I finally got here.



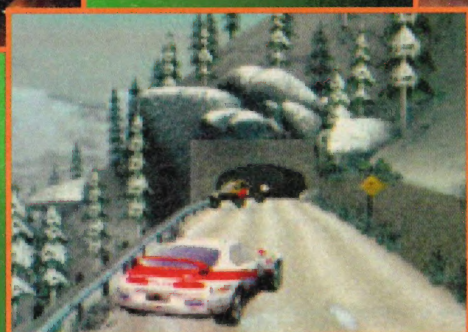
▲ Look at the dirt they're chucking up. Filthy beggars.



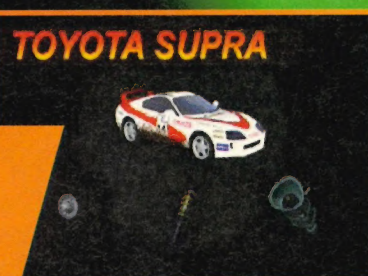
▲ Even with its 105.58MHz R4200 chip, I'm surprised the N64 can handle this sort of detail in a split-screen mode. If only my Hoover was as powerful.



◀ It's only when you see this realtime light sourcing that you realise... oh dear. The binmen haven't been.



► Wonderful. Now, Mr Sheen or Pledge?



# Unveil st N64 Title



◀ Astounding visuals. Where's my Brasso?

Doom games have level editors and some golf games let players create their own holes. Creating your own tracks will add new value to racing games." Blimey! Add to that the split-screen mode and 'exacting physics

model' which makes simulation mode all the more real and this is gonna be brrriiiiiiaannt!

Does this sound like it's going to make *Sega Rally* look very silly indeed, or what?

We'll have a bloody great big preview in no time at all, well, a few issue's time actually.



◀ I hope the sound makes the most of the 32 PCM channels...

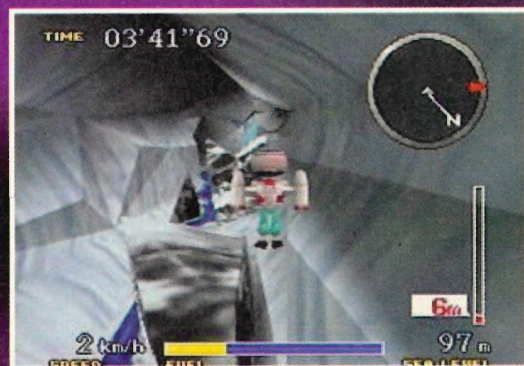
► ... And the 24bit DSP for that matter. Right, just the lads to clean and I'm done.



## Jesus Christ!!

Thanks to our friends at Intelligent Gamer Online (one of our top five fave web sites) for this curious shot of Jesus in *PilotWings 64*. What, you can't see it? Look very closely at the block just below and to the left a bit of the rocket-belted fella. The image on the top surface of the block clearly resembles Jesus (well, the image of Jesus portrayed in films anyway, it's not as if any of us can claim to have had the son of God 'round for tea at any time).

The shot was taken from the Japanese version of the game and it's said that it will probably be removed from the US version (and so probably the UK version) because a lot of Americans are very sensitive about such religious references – too many



Bible bashers in other words. Was the image intentionally put in the game by some comical programmer? Or did it mystically appear last Easter Monday in a scary inexplicable way? I guess we'll never know...







▲ Nothing like a bit of destruction and that, is there? Good fun! Yes!



▲ WaveRace 64 offers some action of the two player kind. Special!



# Yoshi's Surp

Things are really starting to move on the N64 software front. Nintendo of Japan have just announced 14 new titles all due for release before Christmas. Of these 14, two in particular stand out as not only big surprises but potentially the most exciting games of the whole bunch – *Yoshi's Island 64*

► Go Kirbs, go! Two-player frolics, here, yes? and *F-Zero 64*.

Not a great deal is definitely known about *Yoshi's Island 64* at present, but now that Nintendo have officially confirmed its existence, the information that we've gathered so far becomes all the more relevant – so here's a recap of what the TOTAL! newshounds have heard to date...

*Yoshi's Island 64* will not, as some have claimed, be a 3D platformer of the same ilk as *Super Mario 64*. It will be a highly polished, effect-filled traditional 2D platformer, it will not be subtitled 'Super Mario World 3' but rather be classed as the second in the *Yoshi's Island* series. It will show off the power of the N64 more directly than *Super Mario 64* as comparisons with PlayStation and Saturn software will be easier to

make, the level of background animation will be absolutely stag-

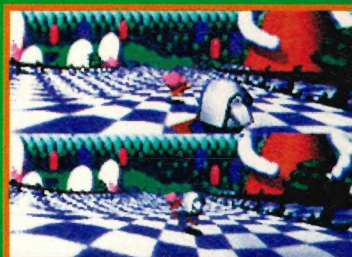
gering making it the most three-dimensional 2D game ever. Er, and that's it except to say that Shigeru Miyamoto (Mario's creator) is more excited about this title than any of the other games that have been announced.

So what of *F-Zero 64* then? Remember that early version of *Wave Race* shown at the Shoshinkai trade show in Japan last November? Well it wasn't completely scrapped. The

► Look at Mazza! He's happy enough, alright. Green shell and all, look!



▲ The environments look rather spiffing on Kirby's Air Ride, do they not, huh?



## At A Glance...

### SEPTEMBER:

Wave Race 64



### OCTOBER:

Tetrisphere  
Star Wars: Shadows Of The Empire



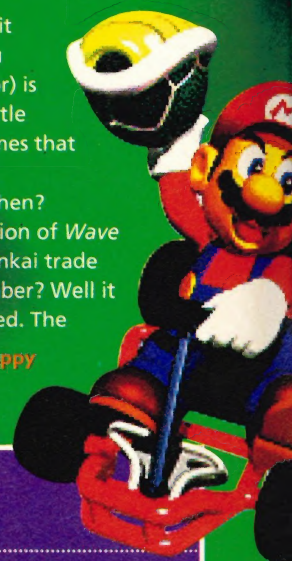
### NOVEMBER:

Mario Kart R  
GoldenEye 007  
Body Harvest  
Blast Corps



### DECEMBER:

Kirby's Air Ride  
StarFox 64  
Buggy Boogie  
Climber  
Golf  
F-Zero 64  
Yoshi's Island 64







◀ *StarFox 64* should offer some top grade blasting with some pretty special visuals and sonics to boot.

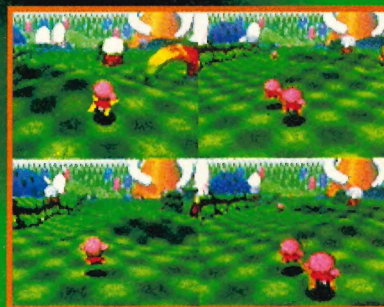
▶ Look at him. Bless. He tries to act tough, old Fox McCloud but underneath he's just the kind of guy you'd take home to meet your mum.



▶ Woah! Yikes! Watch Out! Accident! Fart!



▼ Kirby's Air Ride looks rather jolly. A nice, happy, nice game we reckon.



# rises

## Japanese N<sup>64</sup>

### Release Schedule Set In Stone

basic game engine has been used to create *F-Zero 64* – without the waves, of course. The new and improved Wave Race was started from scratch after that show because the developers didn't feel

that it played

'realistically' enough. However,

Nintendo officials were suitably impressed with the original engine to allow a spin-off title and even as long ago as Christmas '95 Nintendo officials were cryp-

▶ Loads of characters to choose from, look. Well, about eight actually but that's enough.



tically stating that it would be the *F-Zero* of the 64-bit world. We'll have shots very soon.

Of the rest of titles, the only surprises are *Climber* and *Golf* of which very little is known, well, apart from *Golf* being a golf game. Remember that this is the release

schedule for Japan and there are bound to be a couple of additions to the US schedule – *Cruis'n USA* certainly and maybe even *Donkey Kong 64*. The world of the N64

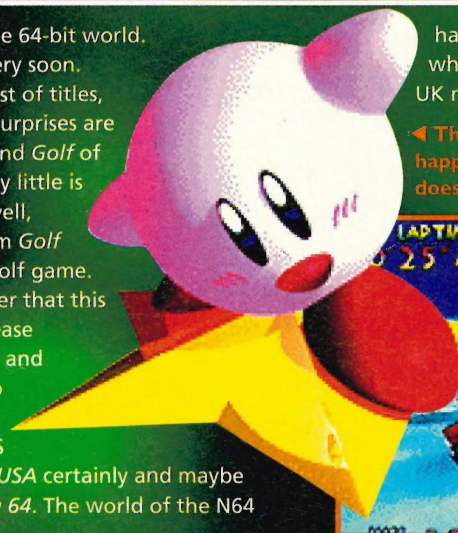
## Arcade Perfect

Interplay recently announced the N64 sequel to their gorgeous-looking, but not exactly inspiring *Clay Fighter* series. It's due for release in late '97 so, unsurprisingly, neither we nor they know a great deal about the game. Sorry about that, but at least now you know it exists. More soon.



has never been so exciting. But when's it going to get a bleedin' UK release? This is getting annoying.

◀ This is Kirbs, then. Seems to get happier and more popular by the day doesn't he? Deserves it, though. Yep.





# The Man From Nintendo...

## ...He Say WAIT!

In response to the amazing success of the N64 in Japan, THE Game (Nintendo's UK distributor) have taken the surprising step of warning the UK public (that's you lot, that is) not to buy an import machine. Dick Francis told TOTAL! "The N64 represents such a quantum leap forward in terms of technology and gameplay to the stage where players actually feel as though they are taking part in an animated cartoon and we're obviously delighted that the UK games players are so keen to experience the



excitement. However, we can't stress enough the advantages to be gained by waiting a few months for the official UK launch. These imports, which are not safety approved by the EC, are selling at anything from £500 to over £1000 so, by waiting, not only will you save hundreds of pounds on the initial purchase price but you won't have to worry about converting it for use on UK televisions. In addition, one of our real strengths is the incredibly high level of service and support

which we offer our customer... none of this is available for customers with these Japanese imports."

Yeah cheers Dick, but if you'd released the thing in the UK by now you wouldn't have to

## Help GamesMaster

GamesMaster, the Channel 4 TV show not our spiffing sister mag, is back for a new series this Autumn and the producers need your help.

Following the success of the last series, the producers are promising the most elaborate computer games challenges ever and even more bonkers locations to go with 'em. So where do you come in? Well, they're all out of ideas - sort of. The producers would like to hear from any TOTAL! reader with impressive, unusual or pointless gamesplaying skills as well as ideas on how to improve the show, which locations you'd like to see and what celebrities should be involved in challenges. If you can help with any of the above, write to: GamesMaster, PO Box 91, London E14 9GT - and tell 'em that TOTAL! sent you.



## Wipeout 64?

Those top folk at Psygnosis (reponsible for Wipeout and Destruction Derby on the PlayStation as well as numerous other SNES titles) are currently in negotiations with Nintendo with a view to becoming



N64 developers. It's rumoured that if the deal goes smoothly, the first game to appear on the system will be an exclusive version of the aforementioned futuristic racer, Wipeout. Sources indicate that Wipeout 64

will make the PlayStation versions look very silly indeed.



## 3rd Party Developers Comes Out Of The N64 Closet

This month has seen many 3rd party developers break free of Nintendo's stupidly harsh non-disclosure agreement and proudly proclaim, "here's what we're developing and we don't care who knows it!"

There's no way of tarting this up so here's a pretty ordinary list of the extraordinary games that should be reaching these shores late next year: Electronic Arts have confirmed the development of Jungle Strike 64 (although priority is on the 32-bit Soviet Strike on the PlayStation and Saturn at the moment - idiots!), Vik Tokai have begun work on a new 3D beat-'em-up entitled Dark Rifts, Konami have all but confirmed

Contra 64, Seta have announced three new titles - Saint Andrews, Wild Choppers and Rev Limit, DreamWorks Interactive are rumoured to have signed up to produce Jurassic Park 2: The Lost World, T•HQ are nearing completion on World Championship Wrestling, Enix have confirmed Wonder Project J 2, and last but not least, HudsonSoft have begun work on Bomberman 64. Phew, not bad at all.







# FIFA 96 SOCCER



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# Batman Forever

WIN!  
WIN!  
WIN!



One of the best things about working for a magazine is that you tend to get sent quite substantial amounts of free guff. And sometimes that free guff happens to be rubbish and sometimes it happens to be good. This month was definitely a case of the latter.

You see, one sunny morning we recieved in the office a copy of Titan Books' latest offering, *Batman: Dark Legends*. It's a stonkingly good graphic novel bringing together five of the best Batman comics of the past year or so. Definitely good free guff.

So, being the kind souls that we are and being best mates with Titan and all that, we've decided to give away five copies of *Dark Legends* to the lucky people who can answer the following simple question: Who is Batman's sidekick? Is it: a) Robin, b) Dobin or c) John Craven from TV's *Country File*? Send your answers to: 'Batty Compo', TOTAL!, Future Publishing, 30, Monmouth Street, Bath, Somerset, BA1 2DL.

And for those of you who aren't quite so lucky but would like *Dark Legends* all the same, it's £8.99 and available now in all good book stores.



Written & Drawn By Bryan Talbot

## Charts SNES

- 1 1 Donkey Kong Country 2
- 2 9 Toy Story
- 3 8 Super International Cricket
- 4 4 FIFA Soccer '96
- 5 2 Killer Instinct
- 6 3 Yoshi's Island
- 7 5 Donkey Kong Country
- 8 7 ISS Deluxe
- 9 12 Super Mario Kart
- 10 - Olympic Summer Games

## Game Boy

- 1 1 Donkey Kong Land
- 2 5 Mario and Yoshi
- 3 3 Super Mario Land 3
- 4 8 Super Mario Land 2
- 5 7 Donkey Kong
- 6 6 Tetris
- 7 2 Super Mario Land
- 8 4 Dr. Mario
- 9 9 FIFA Soccer '96
- 10 10 Worms

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Compiled By:

ChartTrack

# Alien Nation

WIN!  
WIN!  
WIN!

Independence Day is going to be awesome. We've already decided that in the office (even though we've only seen the trailers). Just seeing that whacking great space ship move over New York City makes us quiver at the knees and descend into a dribbling frenzy. And, if you're anything like us, you'll be wanting to know how all that clever stuff is done.

So, getting together with our buddies at Titan again, we've opted for a bit of a compo. Great, no? So, if you want to win yourself a brand, spanking new "Making of Independence Day" book, just grab a pen (a biro or a fountain pen will do adequately) and jot down the answer to this little teaser: Is Independence Day, a) a public holiday in America?, b) a day in Ireland where all men and women go out on the town by themselves? or c) a day in Malaysia where you refuse the help of anyone who asks?

Put your answers onto a postcard and send them to: 'I Likes Spaceships, Me', TOTAL!, Future Publishing, 30, Monmouth Street, Bath, Somerset, BA1 2DL.







# PGA TOUR<sup>®</sup> 96



## READY TO MEET THE PROS?

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▲ You can be sure there'll be plenty of broken bones in amongst this little lot...

► ... although if previous efforts are anything to go by there won't be much on the blood front, I'm afraid. Still, Dhalsim here doesn't mind too much, I bet. Nice bloke, that.



► There's plenty of special moves to be had. Each character has a number of traditional ones (as seen before) and a collection of lethal new ones. Should be a bit of a spectacle we reckon.



◀ Ryu has fiery balls. He should be more careful where he splashes his aftershave.

Of course, rumours are one thing but concrete flamin' evidence is entirely another and, this month, has seen the official unveiling of *Street Fighter Alpha 2*. And you thought things couldn't get much better...

As reported in last month's news section, *SFA2* is vastly different from

the previous *Street Fighter* games. Not only are there 11 new characters but also a custom combo feature that allows a rapid-fire, two-in-one attack. More on that elsewhere on these two pages.

The new characters are Sakura, Rolent, Birdie, Akuma, Dan, Gen, Charlie, Rose, Adon, Sodom and Guy who will be fighting along old favourites, Ryu, Ken, Bison, Sagat, Chun Li (phwoar), Zangief and Dhalsim. New locations have also been brought in with some spectacular results.

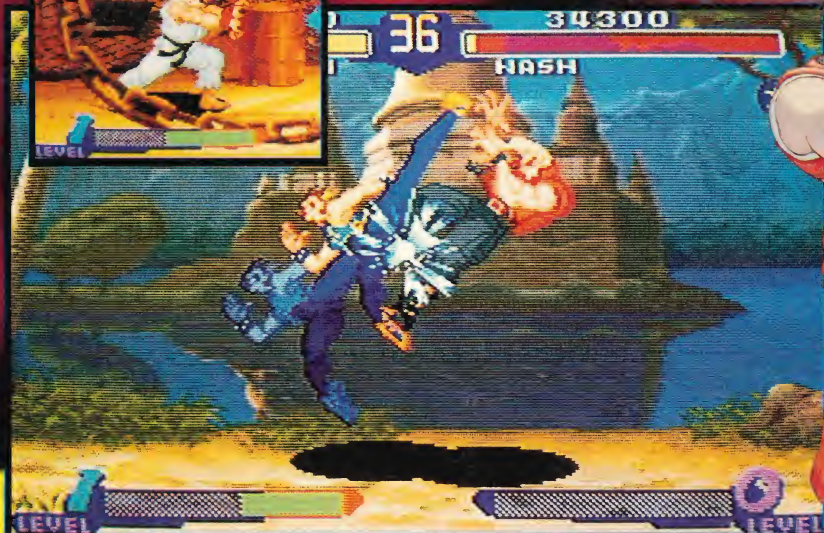
The game is also being developed for the

Trust TOTAL! to bring you an exclusive first look at the utterly brilliant *Street Fighter Alpha 2*. Tsk.

Sometimes we amaze even ourselves...

# STREET

► Old matey boy here doesn't look too happy, does he? Too much bran, that's what that is. Clogs up his pipes. Oh dear...





# ALPHA 2 FIGHTER

Saturn and PlayStation and, although you'd expect these versions to be considerably better than the SNES, you may find the visuals a pleasant surprise. You see, a new chip has been used by the programmers called the S-DD1. It's usage is too complicated to warrant any further investigation but, in layman's terms, it allows real-time data to compress at a much higher rate than normal. Of course, that's all very interesting (if you're a specky twonk) but the end result is what matters and that looks like being a bit special.

The character detail has been cut down slightly to allow more space for detailed playing environments. And, on top of this, the chip has allowed the game to move at an unequalled pace with no apparent slow down. Oh yes indeedy.

▼ Invulnerability is always handy in this type of one-on-one scenario.

So, when can we expect this little gem of a game? Well, to be honest, Capcom are undecided. Some parts of the game are almost complete whilst some are still in the very earliest stages of development. What the programmers have found difficult with the SNES version is the switch from arcade screen to home television. The proportions are considerably

different and, therefore, much work is still needed on this element as it tends to squash the visuals slightly.

We have a nagging suspicion that the game

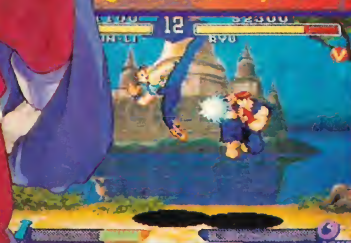
► Look at that! Ryu does some special stuff with his hands...



▼ Should be with us around Christmas apparently. Can't wait, though.



▼ Just take a gander at those gorgeous back-grounds. Luvly.



► Bison won't be one to mess with. Oh no. He's still, as far as we know, the end-of-game baddie. The hostess with the mostess, if you like. We're ready for him, though.

might be out just after Christmas. It bloody better be otherwise we'll send a fireball right up the programmer's...

## Custom Mode

As mentioned earlier, SFA2 will include a new 'custom combo' mode. Basically, this allows for more rapid and concentrated combos than in previous SF games. Here's how you'll have to pull them off...

Each player has his or her own energy bar which, on wanting to pull off a combo, must be built up and then released with two punches or two kicks. This will then execute the next three moves in half as much time as normal taking whacking great chunks out of your opponents energy bar at the same time. This process is, from here on, known as the 'Super Combo'. Nice.



▲ There we are. A Custom Combo. This will be one of the most exciting features to grace the new Street Fighter game and will offer endless possibilities in the bodily damage area of things. Just look at that fireball. Good, no!



► What's the plural of stadium? I suppose it must be stadia. Still, there's only one here so it's irrelevant.

slightly different. For starters, the game's sprites have been developed using poly gons, a process which allows for a cuter feel than previous baseball efforts such as Ken Griffey Jr. in which real baseball players were used as templates for the in-game characters).

There are 14 teams, 12 of which are based on actual

Japanese baseball sides — a pleasant diversion from the NBL teams that usually inhabit baseball games. I think you'll

**Y**akkyū means baseball in Japanese. Hence the title. However, don't base-ball title here

go expecting your normal baseball mate. Oh no. You won't find Ken Griffey and Frank Thomas in this little lot. And there'll be no 'Big Hurt Baseball' either (whatever the hell that was in the first place). Nope, *Pro-Yakkyu* is baseball the Japanese way and that means something

► Here at TOTAL we like nothing more than options.

**▲ Never, ever play baseball whilst listening to your personal stereo. It can rip off your ears.**

**Say goodbye to your social life. A new N64 puzzler is about to arrive...**

**R**emember *Bust-A-Move*? Of course you do.

At first it seemed so simple and boring. Merely fire different coloured balls into like coloured balls triggering off explosions. If ever there

was going to be a game that would simultaneously act as a sleeping pill then this was going to be it, right? Well, no, actually.

Instead, it turned out to be one of the greatest puzzle games of all time. Indeed, we still play it far too often here in the office.

The reason I mention this? Well, it would seem that Cu-On-Pa (rumoured to be the

N64's first puzzler) may follow in a similar direction. It has all the tell-tale signs of being another criminally addictive Japanese puzzler.

For starters, the game's premise seems more than a little snoreworthy. The player begins the game with a cube of six colours which is rolled onto a board of six matching colours. The idea of the game is to match the colour of the top face of the cube with the relevant colour on the board. The game includes over 200 boards and ten different

# to **cu-on-**

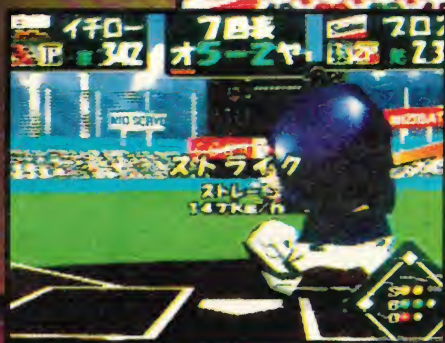


# YU King

agree – plus two other sides made by Imagineer themselves.

The game will also include a four player option and four different play modes: Open Play, Penant, Training and Edit, the latter of which allows the player to construct his own team of players from scratch. Another feature sees the player's expressions change as they get gradually more stressed. This can have an affect on their performance as, towards the end of the match, they begin to slow down. A realistic touch considering the bizarre look of the game's graphics. More next month...

◀ Strange choice of characters, don't you think? Yellow heads? That opens the game up to all sorts of racial jokes especially as the game comes from Japan. But don't let us catch you doing any of that business.



▲ It'll take a baseball game of epic proportions to convince us but this might just do it.



▲ Time to get used to using phrases such as 'batter up', 'home run', 'big hurt' and 'whacking great knock that should just about score you some valuable points'.

◀ There's plenty of teams to choose from in Yakyuu. As mentioned earlier there are all the teams from the Japanese league as well as two custom made teams. And on top of that you should also be able to bog yourself down with tons of options. Great stuff, we reckon.

# Pa

levels. It isn't, however, a wholly original idea. Cu-On-Pa is actually based upon an American PC game entitled 'Endorfun' which enjoyed huge success last year. Though

whereas that was a mixture of weird psychedlia and X-Files-esque tunes, Cu-On-Pa is expected to take a more conventional stance with a pleasant array of classical music.

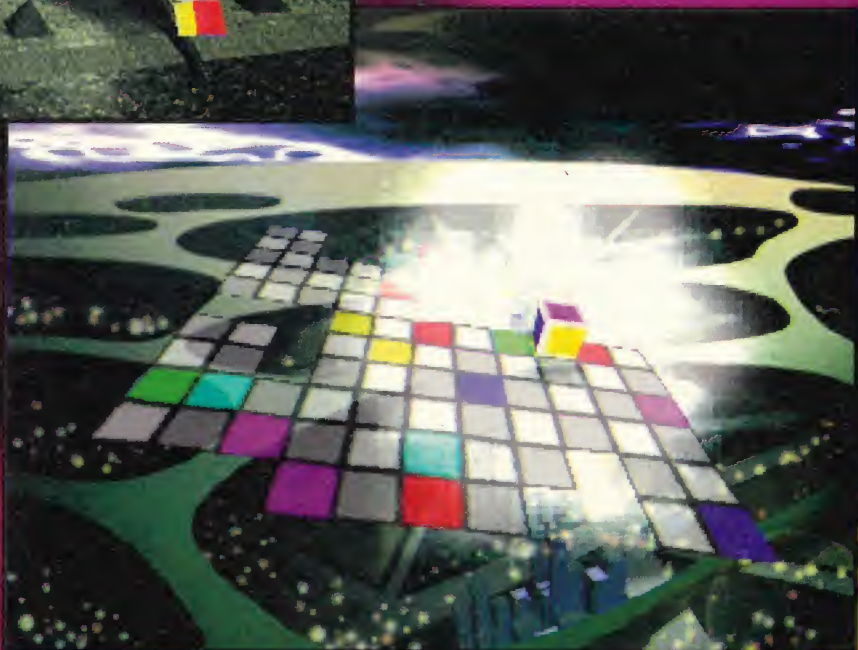
The game is expected within the next couple of months and will undoubtedly prove to be every bit as entertaining as its intriguing PC-based predecessors.

▲ It looks gorgeous which is a rarity for a puzzle game. They normally rely plainly on playability.

► In a strange sort of way, Cu-On-Pa reminds us of those old Rubik's Cubes you used to be able to get. They were great weren't they? Good ol' fun.



▲ Captioning nightmare, this game. I mean, I'm sure it's fun to play and everything but, well, look at that grab. Not much happening, is there?







**Name:** Andrew Glyn Bryant.

**Year:** Upper Sixth.

**Subjects:** GNVQ in Community Studies and GCSE Maths Retake.

**What Do You Think Of Mario 64?:** "It's great! I found it a bit hard to start with – the controller took some getting used to – but once I got to grips with it I was well away. The graphics are just amazing. In fact, the only thing better looking than this is me!" (Oh, I wouldn't say that - Tim)



#### How Does Mario 64 Compare With PlayStation Software?:

"Well, if this is anything to go by it shouldn't have much of a problem outdoing the PlayStation. I can't think of anything on the Sony machine that matches this blow for blow."



**Is An N64 Worth Buying On Import?:** "If the price was right, yes. But if I was quoted, I don't know, £600 – a ball park figure obviously – then I'd have to reconsider, you know?"

**Anything Else, Mister?:** "Yeah, I don't really like my name very much so would it be possible for you to call me Derrick Stuart Duvall in your magazine? It would make me sound more important and intelligent than I actually am."



# School

*Well, almost. It's the last week of term. So, armed with an N64 and a copy of Mario 64, TOTAL! sent Tim back to school to let a group of lucky student-types taste the delights of the new 'super console'...*

It was all Shakespeare's fault. No, it was. It was his fault. Him and his damn quill. He never realised did he? Never realised that, well, actually, he wasn't really very good. The least someone could have done is told him. Then I would have strolled through my English course with no problems. But, no one



did tell him, did they? You know, that *King Lear* and *The Merchant of Venice* was a load of old cobbles. That "where for art thou, Romeo?" wasn't proper English and those sword fights and cod pieces just weren't, well, 'it' anymore.

And, so, it was his fault I found school dull. His fault that all the teachers spoke in monotonous drawl and his fault that every single subject (except for Art, of course, which was a bit of a lark) was the academic equivalent of particularly strong

sleeping pills. So, remember, if in doubt blame it on William Shakespeare. "Tim, you're going to be a student again. You're going back to school. Great, eh?" Bloody Shakespeare.

#### Q.1 EVALUATE YOUR EDUCATIONAL ESTABLISHMENT BETWEEN THE YEARS, 1988 AND 1995

Norton Hill wasn't a particularly spectacular school. It was nice enough. It had two gyms, a concert hall, individual blocks for each subject as well as a couple of sizeable tennis courts. Of course, in 1988 – at the



age of 11 – it seemed like the biggest place on Earth. Each of the classrooms were 10 miles apart and the teachers 10 miles high. But, by the time I left last year, each classroom was only a



couple of footsteps away and the teachers about the same size as me (except for Mr Watson who could have feasibly been Luciano Pavarotti's brother).

And just as the school wasn't too bad, neither were the teachers. Obviously Mrs Bowden – my French teacher – was an exception. Tragically, she thought she was funny and had the sort of voice range that would shatter glass at the merest hint of laughter. And Miss Hucker (no, really), Head of Sixth Form, had aspirations to follow in her father, Hitler's, footsteps. But, even though school managed to be 'nice' enough, it was never that enjoyable.

I never used to get up on weekday mornings, slap my sister's back and tell her I was glad to be alive.







**Name:** Alexander Wilson.

**Year:** Fourth.

**Subjects:** "History. At the moment we're studying the history of Camp David and I'm top of the class..."



**What Do You Think Of Mario 64?** "Very, very good. It all moves so slickly and plays so well that, even if Nintendo had used some graphics from the Game Boy, it still would have been the best thing ever. The gameplay's that good..."



**How Does Mario 64 compare with PlayStation Software?** "Oh, it's loads better. The PlayStation has had some great titles – *Ridge Racer*, *Resident Evil*, *Doom* – but if all the N64 titles are as good as this then the PSX is going to have to settle for second best I'm afraid."

**Is An N64 Worth Buying on Import?** "I'd consider it but it depends on how much I was quoted. I know that prices like £800 are being

suggested and that's quite expensive, isn't it? I mean, I'm rolling in it and I could afford it but, well, we'll see."

**Anything Else, Mister?** "No, I don't think so. Unless, by some chance, you know about the processes involved in osmosis."



# Scout

And that was because once school had finished you were still at school. You went home and had to do yet more work. All night sometimes. What's so good about that, eh? No, it wasn't the school itself, it was rather the idea behind school. It was far too much like hard work.

And don't believe what your parents tell you. School years most certainly aren't the best years of your life...

## Q2. ON RETURNING TO YOUR EDUCATIONAL ESTABLISHMENT, YOU INVITED STUDENT-TYPES TO PARTAKE IN A UNIQUE VIDEOGAMING EXPERIENCE. DISCUSS

After entering through the main doors and making my way to reception I was greeted by the eternally happy Mrs Ellis. Uglier than Medusa and unhappier than Pauline Fowler, it's quite an achievement to make her smile. So imagine my utmost joy when she greeted me with a "hello". Obviously she had forgotten that a year ago she was calling me



"a rude little boy"

With the N64 and leads under one arm, the step-down transformer in another and the Mario cart in my mouth, I made my way to the Sixth Form block where A-level students were doing the usual trick of sitting about and looking

busy in case Miss Hucker decided to pop her head around the door. In actual fact, they were paying less attention to their work than they normally do to her.

Fortunately enough, there was a television in the Sixth Form Area and it was a bit on the good side. So, putting up with a couple of cocky Lower Sixth ("You so thick you have to come back to school?" was one of the more astute comments), I set the N64 up and invited a couple of people over to have a go.

Sadly, it proved quite a test for them and when they died

after only a couple of seconds the old I'm-too-hard-to-admit-I'm-crap routine emerged in all its spectacular glory.

After spending about an hour or so listening to a couple of Lower Sixth girls exchanging views on life ("The way I see it is if he wanted to go out with me, why didn't he just ask?") and allowing certified expert



after certified expert to fumble their way through Mazza ("I'm great at videogames!", "Wait till you

get a load of me!" and "It's all in the fingers!" were particular favourites), I upped and left.

It was break time and I needed to find some people who could actually play the game. So, I ventured forth into the Fifth year block. Just as I entered Mrs Bowden emerged. Smiling at the sight of me struggling with the machine she stopped and offered up this little classic in the making: "Oh, Tim. What are you doing with that lot? Building a robot?"



Laughing like some inane fool, she then waddled off to the French block for her morning coffee and frogs legs.

Inside, it was packed with people who obviously mistook school for some sort of Rave. One kid, dressed in a 'Posse' jacket and listening to 'YXV' (oh, you know, that well known band) looked at







**Name:** Jon 'Macker' McCarthy.

**Year:** Upper Sixth.

**Subjects:** "Drinking!" (Yeah, funny, arsecake - Tim)

**What Do You Think Of Mario 64?:**

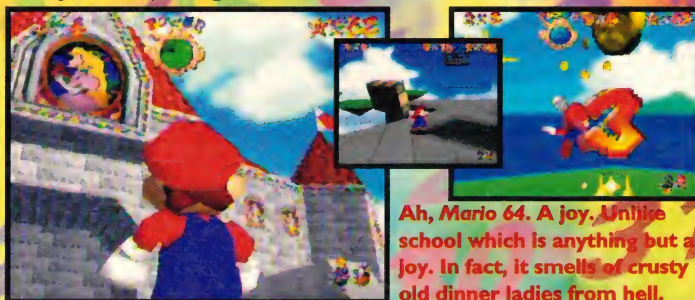
"It's good. Not really my cup of tea - a bit too complicated (I like stuff like Connect Four and Ludo) - but, yeah, it's good. Very slickly done."



**How Does Mario 64 Compare With PlayStation Software?:** "Very well. In fact, it's better looking than anything on the PSX. I'd have to play it for longer than half an hour to tell you how I thought it compared game-play-wise. Any chance?"

**Is An N64 Worth Buying On Import?:** "If you've got enough money then I think it would definitely be worth it. But if, like you say, it's going to cost me £800 then I don't think I'd bother."

**Anything Else, Mister?:** "You haven't got a tenner I could borrow, have you? No, I thought not."



Ah, Mario 64. A joy. Unlike school which is anything but a joy. In fact, it smells of crusty old dinner ladies from hell.

me like I'd entered the building in a pair of Bugs Bunny pants.

Then I saw a couple of kids reading a PlayStation mag. Okay, so they obviously had a sense of humour but at least they'd know a bit about videogames. On seeing that I was holding an N64, they turned into gibbering wrecks. "Is that an N64?" asked one of them with an expected amount of excitement.

It turned out that Adam and Robert both have PlayStations (fools) but were seriously thinking about buying an N64 although, perhaps understandably, may wait until its British release.

Anyway, after begging me to let them have a go, they led the way to a spare classroom upstairs...

**Q3. CONSIDER THE REACTION, OF TWO PLAYSTATION OWNERS, TO THE UNMATCHED POWER OF THE N64**

**ADAM:** Wow. The graphics are amazing.

**ROBERT:** The sound seems good as well. Some people said that it might not be up to the PlayStation's standards because of the fact that it wasn't CD but, actually, it's very good. I love the watery effects when he goes for a swim.

**ADAM:** I think the biggest worry was that

it wouldn't play very well. You know, in the rush to make it look pretty some gameplay might be lost. But, it's just like the old Mario games. I mean, you never used to be stunned by the graphics in them, did you? But you knew that they would be brilliant fun to play...

**ROBERT:** But now gameplay and graphics have been combined.

**ADAM:** Yeah. It's definitely the prettiest game I've ever played. But, I'd have to play it for longer to decide whether it's one of the best all round games.

**ROBERT:** I think it's going to be difficult not to label this as one of the best games of all time because there isn't anything like it. I can't think of any game on the PlayStation that even bears a resemblance to Mario, let alone comes up to its standard. It really is a unique game.

**ADAM:** If I had to make a criticism, I'd say that sometimes the camera lags behind a bit but the idea of the 360° camera is brilliant. It really gives a sense of freedom.

**ROBERT:** How does it compare to the PlayStation? Well, the N64's much better. It's twice as powerful, isn't it? So it should be better. If I was to get an N64, though, I'd have to make sure Nintendo were planning on releasing some varied games. The PlayStation is good because they have stuff like *Actua Soccer* and *Resident Evil* coming out in the same week. Nintendo have always been a bit soft and content to just rely on cutesy games. I'd want to make sure I was getting my money's worth, you know? And anyway I like a bit of blood, me.

**ADAM:** I think it's pretty fair to say, though, that *Mario 64* is almost enough by itself to warrant buying an N64 on import. It's exceptional. With any luck it'll be released sooner rather than later.



**Name:** Benjamin J. Short

**Year:** Lower Sixth.

**Subject:** Anything he damn well wants. It would seem Ben's Cambridge bound. Git.

**What Do You Think Of Mario 64?:**

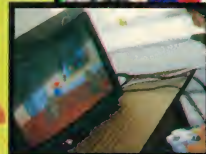
"If you extract its core elements and apportion them to their individual destinations, it's easy to see why this piece of software should entice such curiosity. Certainly I believe it to be an exhilarating spectacle."

**How Does Mario 64 Compare With PlayStation Software?:**

"PlayStation software is intrinsically fundamental 32-bit technology whereas the N64 can lay claim to having a progressive 64-bit chip allowing it to climb to the top of the proverbial tree."

**Is An N64 Worth Buying On Import?:** "If you have the necessary capital then, most definitely, it is worth it. The machine has undoubted potential as a games machine. I would incontrovertibly meditate it."

**Anything Else, Einstein?:** "I will be awaiting the arrival of the N64 with particular interest."







**Name:** Alex Fischerkopf

**Year:** Upper Sixth.

**Subjects:** German, Bavarian and Deutsch, apparently.

**What Do You Think Of Mario 64?:** "Eets great. Zee grapheecs are vunderful and eets so easy to play. I cord play eet for hours. Back een Germany I used to play Marrio all zee time. Zees ees zee best Marrio game of all time".



**How Does Mario 64 Compare With PlayStation Software?:** "Zee PlayStation ees only half as good as zee N64 is. Zees software vill vipe zee floor with eets competition. Nossing on zee PlayStation compares with Marrio 64."

**Is An N64 Worth Buying On Import?:** "I sink I vill seriously consider investigating zee possibility of importing furzer. Eet ees certainly tempting."

**Anything Else?:** "You von't take zee mickey out of me for being German, vill you?"



**Name:** Adam Sapple.

**Year:** Fifth Year.

**Subjects:** "Too many..."

**What Do You Think Of Mario 64?:** "It's fun. Because it's so different from anything that has come before, it took time to get used to it but, in the end, I really started enjoying it".

**How Does Mario 64 Compare With PlayStation Software?:** "I've only played a few PlayStation titles and they were quite good but this is more my sort of game



and I found it far more enjoyable than something like *Resident Evil*. As far as future N64 games are concerned, well, I can see them being the best around."

**Is An N64 Worth Buying On Import?:** "Not if it's stupidly priced. I've heard prices being quoted at £800 and at £500. I don't think there's a set price, is there? They're all too expensive though. Even £500. I know that there's been talk that it won't be released over here until sometime next year but with import prices so high and me being a student I think I'd have to wait. What a shame."

**Anything Else, Miss?:** "Yeah. You haven't got a spare N64 floating round the office, have you?"



**Right. Conclusions.** First things first, school isn't good. At all. And never will be. Aside from the fact that you get 12 weeks holiday a year or whatever it is, school has absolutely no redeeming features. Of that, I now have no doubt. It smells of bleach and crusty old cleaning staff, there's bubblegum stuck on the underside of every single table in any classroom you care to mention and Napoleon III and William Shakespeare just aren't interesting subject matter. Secondly, school secretaries should smile a bit more. Contrary to popular belief, it will not crack your face. And thirdly, and more relevantly, the N64 and *Mario 64* are going to be the biggest thing ever. The game was unbelievably well recieved and general opinion had it placed well above

the PlayStation in gaming standards. Which isn't much of a surprise, admittedly, but nice to know nonetheless. All of the young lads and lasses questioned admitted that they were particularly looking forward to the forthcoming releases with *Shadows Of The Empire* and *Super Mario Kart R* ranking among the most eagerly awaited. Not surprisingly they were begging me to come back again but that had nothing to do with the fact that I had the most powerful and most ingenious games machine in the world under my arm. It's my natural charm and flair for liasing with young people of all ages. No, really it is. Oh well, it was sort of nice to go back to school. Though, if I ever had to have Maths lessons again I'd probably kill someone...





# The Making Of





# of PilotWings

Unique games like *PilotWings 64* aren't just thrown together in five minutes by two anorakey programmers in their bedroom, oh no. It takes millions of dollars and one of the world's foremost developers of commercial and military flight simulators. Oh, and two years solid work. Read on...





◀ The accurate feel of the rocket pack was down to some exceptionally clever programming.

▼ With playability like *PilotWings*®, it's little wonder that Shigeru Miyamoto was behind it all, is it?



O kay. The chances are you've already seen (or read) our *PilotWings 64* review. If you haven't then let me reiterate: *PW64* is an absolute corker. As a flight sim it's spot on with some unmatched 3D landscapes. As a piece of entertainment it wipes the floor with its competitors.

Now, that's all well and good but when you're reading about these revolutionary titles 'rewriting console gaming forever' you're often left to wonder exactly how this particular feat is accomplished. In fact, a lot of the time you end up with more

questions than you started out with. Which may be the case with *PilotWings 64*, yes?

Well fret no more, dear reader, because after having a sharp word with The Publisher and threatening him with a lifetime of torture he wouldn't even have imagined possible (listening to Chris talk about his aching back everyday hence forth) we managed to wangle a trip to Dallas, Texas where Paradigm Simulations are based.

Right, let's start from the beginning, then. Whereas the first *PilotWings* was a Nintendo-only affair (with the involvement of Shigeru Miyamoto a not insubstantial part of the whole development process) the N64 version, obviously, was completed with Ninty working in conjunction with Paradigm.

So, what were Paradigm able to bring to the second *PilotWings* game? We asked Melinda Conkling of PS for a few answers.

"*PW64* was a creative and technologic collaboration between Nintendo



◀ *Fusion64* is now going to be used by all developers when designing for the N64. Which, if *PilotWings 64* is anything to go by, should bode well for the future.

## Fusion64

Seven different development packages brought together as one by Paradigm in order to make 3D games more realistic than ever. Let's have a closer look...

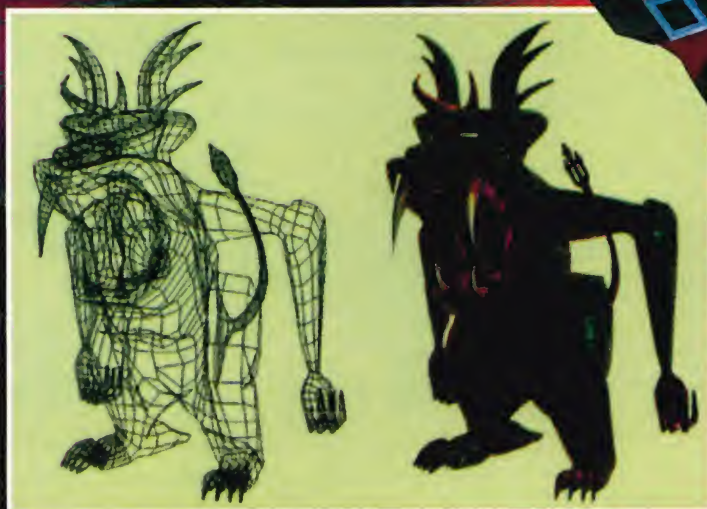
### Action Editor



This allows the developer to precisely bring movement into the game without it looking wooden or staccato. It is used now in all games involving human (or otherwise) figures.

### N-Render

Because of the technology of the N64, renders are possible in-game whereas before much of the rendering was done in intro screens.





◀ Look at those gorgeous renders. Chris drew them. Or did he?



▲ All the landscapes are geographically accurate.



► It's no wonder she's happy being involved in a quality game like *PilotWings 64*. Pity about those trousers.



probably been easier for us than for other developers. Developing truly three-dimensional experiences is quite different from developing two- or two-and-a-half-dimensional ones. We've

conversation. And it was about this time that Paradigm were first invited to develop a *PilotWings* game for (what would become known as) the N64. "The entire project took just under two years from the planning stages to completion", admits Melinda.

So, were there any problems along the way? "Problems? Getting up and running on the Nintendo 64 went even better than Paradigm had expected. We made our deadlines and from what we've read and heard thus far, *PW64* is a huge hit!" Can't argue with you there, love.

But, it must have been difficult making the switch from developing flight sims for the PC market to game development on a console machine?

"Paradigm develops some of the most beautiful and most realistic flight simulations in the world. Transferring this expertise to the N64 was no small feat but it's

and Paradigm".

This we understand. But, let's not beat about the proverbial bush here, we want answers and pretty damn sharpish. "Okay. Nintendo came to Paradigm because they wanted to work with 3D technology experts. Paradigm has an extremely close relationship with Silicon Graphics and they recommended Paradigm to Nintendo as a true industry leader in 3D (real-time simulation) software". For more on the aforementioned Silicon Graphics see the "Silicon Valley" boxout, I should.

It was about two years ago when 'Project Reality' was first brought up in

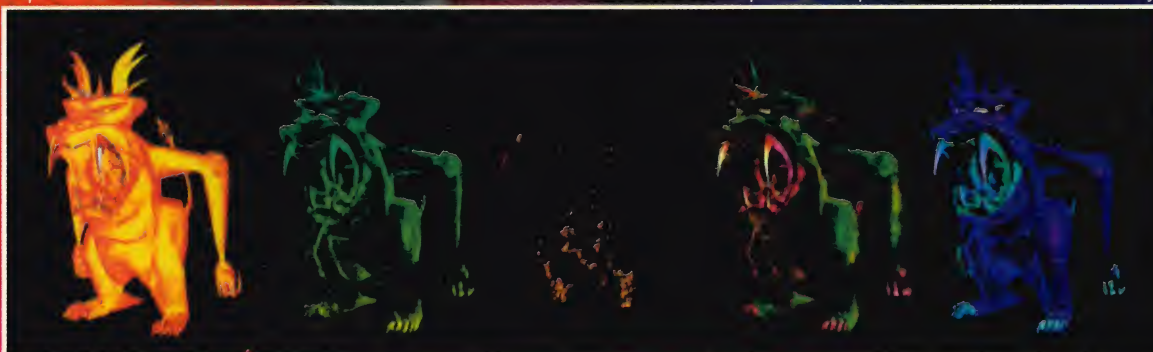
## N-Paint

This is actually a two-dimensional package although it comes in particularly useful when dealing with intro screens because you are not required to show movement.

## N-Paint 3D

This program means that the developer can produce super-realistic sprites whilst only using a

limited number of polygons (restrictions are often made on the Art Director of, say, 500).







▲ Two years in development and it shows. Just look at those breathtaking mountains.

been contacted by numerous developers who are seeking help developing truly 3D games". Wow, that's a lot of developing, there.

By now, you (like us) probably feel a bit bogged down in all the technicalities. So, let's try a simple one, for a moment: Where did the ideas for the new features come from, e.g. the Rock Man, the new vehicles, etc? "Shigeru

Miyamoto was the chief creative force behind *PilotWings 64*". Ah, Shigs. The genius behind *Mario 64*. It's little wonder then that *PW64*'s new features are so superbly thought out. Without them *PW64* would be good but not quite good enough. With them, however, the game oozes playability from every pore. It seems that Miyamoto can do no wrong. The boy has a Midas Touch as the great Ron Atkinson once said.

Melinda admits that Paradigm are, on the quiet, pretty chuffed at the end result. "When we began the project we never believed we could create the realistic textures and speed that we were able to achieve. We are extremely proud of the game we created". And so you should be.

And how about that long but not forgotten SNES version of *PilotWings*? Did that come in a bit on the handy side? "Absolutely. Pretty much everyone involved in *PW64* had seen or played the SNES version". You betcha they did. And the 64DD? Are we likely to see *PilotWings* making use of that? "No comment", replies Melinda cannily (although we have our suspicions that they might be directing them-

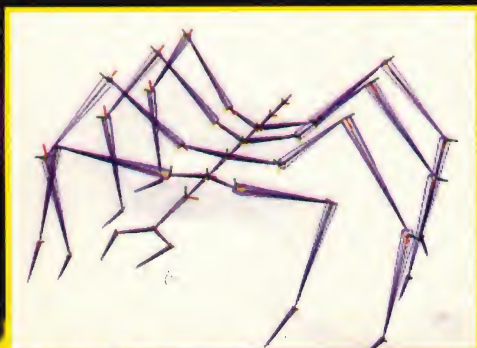


▲ Some would argue that the idea behind *Pilotwings* is still an acquired taste but those people are talking out of their arses.

## Fusion64 cont.

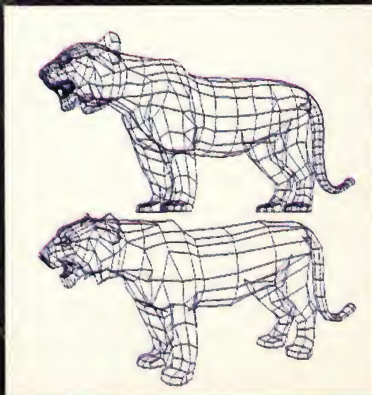
### Skeletal Animation System

Fairly self-explanatory really. Before you can give your characters movement or exteriors, you need to get the interiors right and that's what this little beauty does.



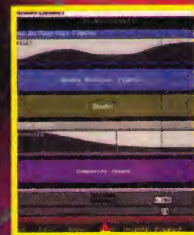
### N-Geometry

This program helps the artist make the leap from skeleton to fully blown figure. It pads out the skeletal shape with flesh-shaped wires leaving N-Paint 3D to make it believable. Tops.



### N-Dynamics

If Action Editor allows for walking then N-Dynamics means the developer can bring in running, fighting, leaping and falling. It's a much more complex package than Action Editor.





# Who Hell Paradigm?

**B**ased in Dallas but possibly not anywhere near the Ewing Ranch, Paradigm Software are now world-renowned – within the console and computer world – for their work on flight simulations. Apart from their obviously stunning work in partnership with Nintendo, they have also worked in conjunction with the US Air Force, in the past, on highly accurate programs designed to teach the theories behind flying to spunky young up and coming pilots.

Mostly, however, they have been involved in the PC market where their games have consistently been recieved with open arms. Now, with the arrival of the N64, Paradigm have finally found a console machine capable of withstanding the complexity of a flight sim. Who knows, this may only be the start...



◀ Little happy enough doesn't it! Bless.



selves towards that particular, um, direction).

One last thing then, deary. Is Paradigm involved in anything else N64-related?

"We haven't made specific announcements yet

regarding future Nintendo projects", says Melinda, "but obviously we would love to work with Nintendo again. From the early reviews we've seen it looks like PW64 is setting the standard for the N64. It would be a challenge trying to better PW64 but one that we would very much like to undertake in the future".







▲ Chris was a bit confused: "So, these were created on Silicon machines, eh? Is that like a BBC?"



▲ Another great screenshot for you!



▲ We're all particularly fond of the Rockman level in *PilotWings 64*. Such an original idea, isn't it?

◀ Tricky, this section. But so well thought out. And *PilotWings 64* awards you for good play, it does.



## Silicon Valley

Right. Now, you know a bit about Paradigm and their pedigree you'll be wanting to know how they go about constructing such complex environments. Well, the answer is Silicon Graphics, a company with whom Paradigm have long been associated.

Silicon's 'workstations' (posh word for computers, that) are among the most powerful in the world and, according to the makers of *PilotWings 64* offer the developer the "ultimate 3D game development platform". They have also been tailor made for the collection of Fusion64 packages.



The Creation Station (quirky, no?) is one of Silicon's most popular machines as it is perfectly designed to cope with the construction of large 3D landscapes like those seen in *PilotWings 64*. It also allows texture mapping to be laid down smoothly. Most useful, presumably.

The second most important – certainly to Paradigm – of Silicon's machines is the Imagination Station. This is bigger than the Creation Station and is capable of performing a variety of tasks. It is, however, used mostly for the sort of complex mumbo-jumbo that insomniacs would no doubt call a God send. Suffice it to say that this particular PC is a vital part of Paradigm's program development.



► Maps. We all like maps, don't we? Show us where we are in the world.







◀ Landing is one of the trickiest parts of *PilotWings*. Especially on the rocket level. Timing's the key.



## Back To School

So, after experiencing the delights of *PilotWings 64*, would you fancy knowing a bit more? You betcha would and Paradigm can give you the chance. Problem is, of course, you'll need to have a bit of cash and be willing to live in Dallas for a couple of years but that's not such a bad thing, is it?

Basically, Paradigm run a training scheme where you can learn all aspects of *Fusion64* from basic administration (tedious dump, admittedly) to hardware training and software development (now, that's more like it).



The course is a mixture of theory (a bit like discussing a science experiment before actually doing it) and hands-on training (a bit like actually doing it, you know?). Each student has access to a 'work-station' and due to the

enormous size of the place, large class sizes are always more than manageable.

The centre is in North Dallas and, according to our mates at Paradigm, the area is buzzing with hotels, restaurants and night life (which is, naturally, the main thing). So, if you think you fancy it, simply start a development company and then write to Paradigm at: Paradigm Simulations Inc., 14900 Landmark Boulevard, Dallas, Texas, 75240, United States or email them on [marketing@paradigmsim.com](mailto:marketing@paradigmsim.com). If you think you're hard enough.



◀ The city levels really showcase the power of *Fusion64*. It's little wonder that Nintendo are so keen for Paradigm to share their secrets with other developers.





# Previews

Summer is crap for two reasons. One is that when you're stuck in an office you get far too hot and sticky (especially around the backside area, yuk!). The other is that there's not a flake of snow to be found anywhere, thus skiing and other snow-dependant activities are a complete write off. Hurrah then, for *Winter Gold*. It's the answer to our sweaty gussed prayers.

## Real Time Racing

This is the proof that the Super FX chip can be a great asset to a game. These intro screens don't really look like very much until you see them moving. Oh, it's so good, it is.



The Super FX chip has had mixed fortunes on the SNES. For every *StarFox* and *Stunt Race FX* doing the rounds there's a 16-bit atrocity like *Dirt Racer* rearing its ugly head. There can be little doubting its potential - the aforementioned titles (with the obvious exception of *Dirt Racer*) proved that much - so it comes as somewhat of a surprise that

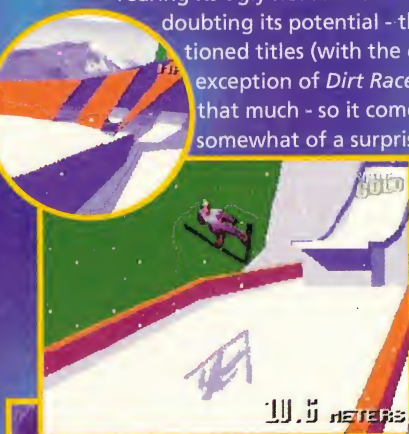
it's been this underused. Next month, however, Nintendo are hoping to

redress the balance with the release of *Winter Gold*, a snow-based sports sim that makes full use of the Super FX chip with a thrilling mix of speed and skill.

Incorporating six events - snowboarding, ski jumping, bobsleigh, luge, downhill and aerials - and

▼ Six events to choose from means you should be playing this for a while. Though perhaps there could have been a couple more. Speed skating or something.

▼ How not to land. Probably broke his legs. Tore the bone straight out of place and through his skin. Lots of blood too.





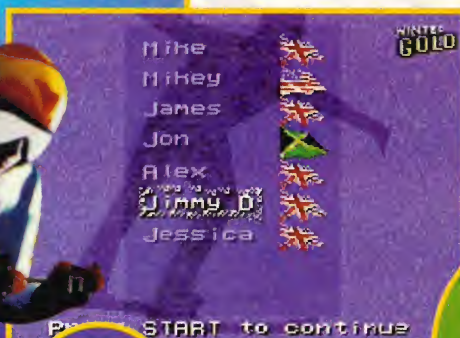
# WINTER GOLD

◀ Remember Eddie 'The Eagle' Edwards? Remember how popular he was? Well, you can be too if you prove to be a bit good and that.

▶ Pretty conclusive proof, methinks that *Winter Gold* is going to be a graphical fest of considerable proportions. Of course, with it using an FX chip, you don't get an idea until you actually see it move.



◀ Choose from a variety of ski personages. Most British, natch.



four locations (a couple of which have staged actual Winter Olympic events in recent years), *Winter Gold* has utilised the Super FX chip to its maximum with the events, especially the downhill, moving at a cracking pace and showcasing some super smooth polygon movement.

Two of the events, though – snow-

boarding and the aerials – are

skill-based so require timing and precision rather than all-out speed.

The object of these events is to gain as many points as possible.

In the snowboarding event, gymnastics on snow with twists and tucks is the order of the day. The aerials, of course, require you to take off and land with a degree of control. Both, needless to say, are tricky blighters.

▶ Top quality skis, those. Probably got them from a ski shop. Most likely, yep.

If you don't excel at the events you more than likely end up crashing which, actually, becomes strangely addictive in its own right. By sending your luge high up the side of the track and then falling back down suddenly, your man will be hurled from his sleigh in a slightly amusing fashion.

All events have official times to be beaten and that becomes the ultimate aim in *Winter Gold*, especially when playing by yourself. However, it is also worth taking

advantage of the multi-player mode where up to eight people can compete in the same event (although, admittedly, you have to take your turn).

The FX chip has also allowed Nintendo to use footage containing real-time figures. Before each event the player is treated to a



◀ Nice landing, Pedro. Arms out, feet straight. Good stuff.

▶ Another bad piece of skiing, here. Probably tripped over himself in a drunken stupor.





# WINTER GOLD



five second intro screen confirming which sport they have chosen to play. The intros have been constructed using real sportsman. The movement and speed are therefore spot on. And whilst on the subject of real-time figures, the options screens are accompanied by dancing silhouettes of women which look

▼ In the Ski Jump you get points for acrobatics in the air. Here, see, he's twisting his life away.



▲ Oh, look at those gorgeous graphics!

▼ The great thing about the bobsleigh is that you can go right up the side - and stay there! Of course when you come back down you have to be careful that you don't crash. No.



▲ Downhill presents ample opportunity for little jumps.



▲ A bit of a landing here should just about win him the competition. After all, he's already got in a bit of a twist.

## Ski Sunday

As mentioned there are six events in all and each one deserves a closer look...

### Downhill

Particular favourite in the office, this one. Probably because of the fact that it's the fastest and trickiest. Crashes are also worth doing just to see the skier break his legs.

### Snowboarding

Not quite as interesting mainly because it's a skill-based event meaning it's a gentler, more refined series



◀ There's nothing we like more than a bit of snowboarding.



of twists and spins. It's actually harder than it looks with timing being the key to the kingdom.

### Ski Jumping

All very easy until you realise that you've got to land. Taking off is no problem (you just let the event run by itself) but to land properly you should have both skis parallel to each other.



### Bobsleigh

The best bit about the bobsleigh is that you can go for rides up the side of the "track" and not necessarily have to come





# Lets Talk About FX

**StarFox - 96%, Issue 16**



► **Stunt Race, eh? What a top little game that was. Ah, bless.**



The first game to show that the Super FX chip meant business. Some argued that *StarFox* lacked something in the gameplay department but mostly those people were insanely jealous Mega Drive owners.

**Stunt Race FX - 94%, Issue 32**

Back in the days when Atko had a rubbish hairstyle (What, yesterday? - Tim) this top racer

made maximum use of the FX chip with its mixture of silky smooth, fast-as-my-arse action. What a joy.

**Vortex - 85%, Issue 35**

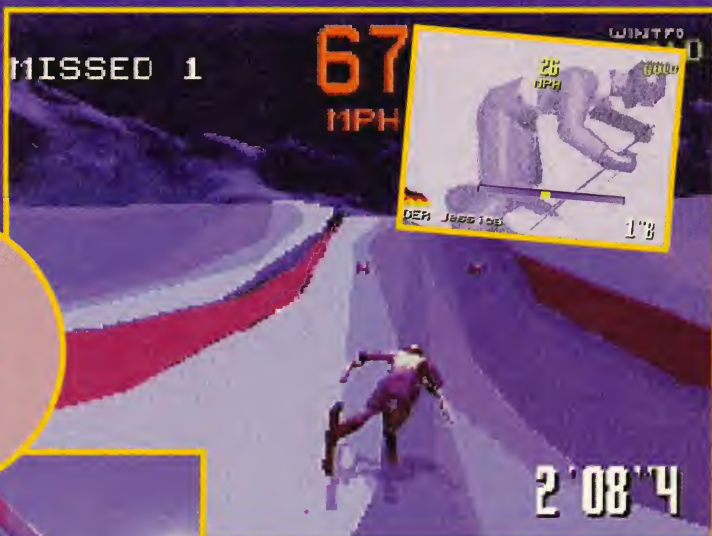
An expensive and none-too-accessible blaster but one that showcased the technical capabilities of the FX chip to the full. And it was from Sony which is quite funny if you think about it. Probably. Maybe not.

**Dirt Racer FX - 68%, Issue 48**

The Super FX chip hit rock bottom with this pile of old pants. Too easy and far too pointless to be of any interest to anyone with half a brain between their ears.



▲ This is one of the skill-based events and although satisfying when you pull something good out the bag, not as exciting as the others.



▲ The speed of the game is quite incredible to behold. It's just like real skiing, you know?



▲ Lovely looking intro screen. It's amazing what the FX chip can do for you.

down again. Indeed, the heights to which you can climb would be impossible in real life.

## Luge

The name may sound a bit fancy but, in actual fact, the only thing fancy about this little lark are the suits the competitors wear. Essentially this is sledging with those £2.99 sleighs you can get down the garage.

## Aerials

The second of the skill events, this one is rather akin to Ski Jumping except the player must perform some tricks and stuff whilst keeping control over his jump and landing.



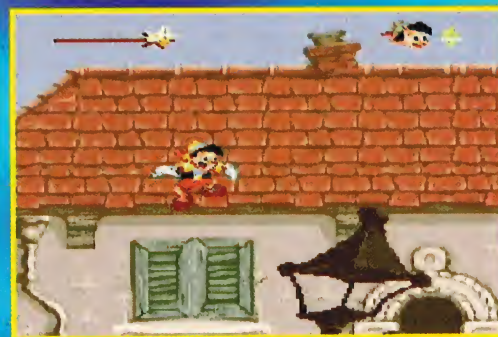
◀ Should be able to experience the delights of Winter Gold next month. Looking forward to it, we are. Oh yes indeed.







◀ Forget dodgy blokes standing on the back of your dodgem, the funfair in Pinocchio's world is an altogether happier place. Oh yea.



▲ Lovely graphics, eh? Not entirely unlike those in *Mickey Mania*. In fact, spookily similar.

# Pinocchio

▼ Ol' Pinocchio, he's a bit game for a laugh, you know. He'll do anything if the word 'fun' is involved. Just look at this little lot!



► Option screen. Always makes for a bit of a grin. Especially if it's as well drawn as this particular one.

▼ Fairly easy to master, this bit. Merely jump up, grab hold of a balloon and float across the level to the end. Not that challenging, admittedly, but the little kids love a bit of it don't they?



A strange choice, you may think. Using Pinocchio. Especially when Disney's latest *The Hunchback of Notre Dame* is already raking it in big time in cinemas throughout the land. That would have seemed a more likely option, would it not?

T+HQ are quick to admit that their latest Disney tie-in is more for the 'younger gamesplayer'.



Now, normally, this would make us slightly suspicious. You see, if there's a particular favourite among software companies when trying to get round the fact that their forthcoming product isn't actually very good, it's that one. It's what

you might call a 'classic'. A tried and tested way of preventing a critical slugging.

Yet, in *Pinocchio*'s case it's actually quite obvious why T+HQ should opt for the old classic. Because upon playing the game you soon come to realise that the way it plays and is set out very much makes it a product for the little young un's out there.

The main character, for starters, is a lovely, floppily animated wooden doll with bundles of personality and all his mates have made the journey into the game including Jimminy Cricket and Gippeto. The levels are entertainingly simple but based closely on what occurs in the film which adds



► Look, I'm an excitable young doll with a big nose and Atko-like hair. Ah, bless. No, we mustn't be mean, he's a lovely little guy really. It's just, those dungarees are a bit, well, 'old hat' are they not?





# Pinocchio



◀ The Fairy pops up frequently throughout Pinocchio with snippets of valuable information. Lovely girl in an old fashioned kind of way.



◀ This cart level takes a bit of getting used to. It requires a certain amount of dexterity in the old finger department. Still, once mastered, never forgotten, eh?



◀ Look at this collection of wasters. Left school with no education and just bummed around.



extra spice to the game (if you're about 300 years old and can remember the film).

Pinocchio's world isn't anything particularly revolutionary but, for the younger gamesplayer, it's a quaint mix of puzzle solving and platform leaping. For example, one minute Pinocchio's teaching himself to dance (and having tomatoes thrown at him if he makes a mistake) and the next he's leaping from roof top to roof top with boundless

energy and a rather worrying smile on his face. But, already this preview version looks better than other platformers such as *Prince*



of *Persia 2* which was supposed to appeal to an older audience.

We're looking forward to this one. It's not going to set the world on fire – however young you set your target age, this HAS been seen before – but it has obviously had some time and energy put into it (especially the often gorgeous graphics) and, well, if we're being totally honest we're all big kids at heart. Especially Chris who's only just learning his alphabet. But that's another story.

◀ A beautifully drawn section, this one. The backgrounds are top.

► Get rid of these, er, things and complete the level. Easy, really.



**For:** SNES  
**From:** T-HQ  
**Category:** Platformer  
**Players:** 1  
**Developer:** Disney Int.  
**Available:** September  
**Complete:** 99%





◀ Fun and frolics for all the family is the order of the day, here. Mine cart levels aren't original, but they are darned good fun all the same.

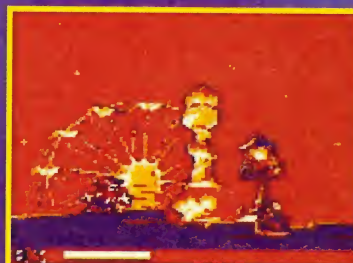
▼ Jimminy Cricket does, er, does something. You see, the screens are a bit confusing.



# Pinocchio

**T**he Game Boy hasn't exactly been over run by quality titles in the past few months, has it? Only *Micro Machines 2* really springs to mind as a game which we played more than a couple of times after its release. And, to make matters worse, the platform genre has been particularly lean. Stuff like *CutThroat Island* and

▶ Pinocchio visits the fun-fair. Likes it, he does.



*Prehistorik Man* hasn't really helped of course, but in actual fact it wasn't that long ago that we were ranting and raving about the *Mario* titles on the Game Boy.

Still, T•HQ are hoping to address this problem with their portable conversion of *Pinocchio*. Besides obviously lacking some of the SNES' sleekness and variety – the side-scrolling sections have been extended (as is the norm



# Battlezone and Breakout

**I**f you can't think of anything better than partaking in a spot of retro-gaming then you'll flip at the sight of T•HQ's latest Game Boy title. Some of you may remember *Breakout* (more recently used as the basis for the excellent *Kirby's Blockball*) from its days as

▼ I suppose it's a sign of the times when classics of yesteryear start reappearing, isn't it?

a coin-op. *Battlezone* came a proved as successful with its blend of strategy and shooting.

The idea behind *Breakout* is a simple one.

You have to rid each screen of bricks using a paddle at the bottom of the

screen – which you can move from left to right – and a ball. Once the ball has hit a brick it will disappear. Once all the bricks have been destroyed the player can progress onto the next level. Lemon squeezey.

*Battlezone* is a little more complicated, but isn't likely to take too long to get to grips with. You control a ground-based vehicle and must destroy all enemy vehicles within your playing arena. And that, as they say, is that.

Neither are going to make you sit back in wonderment at what these clever programmers can



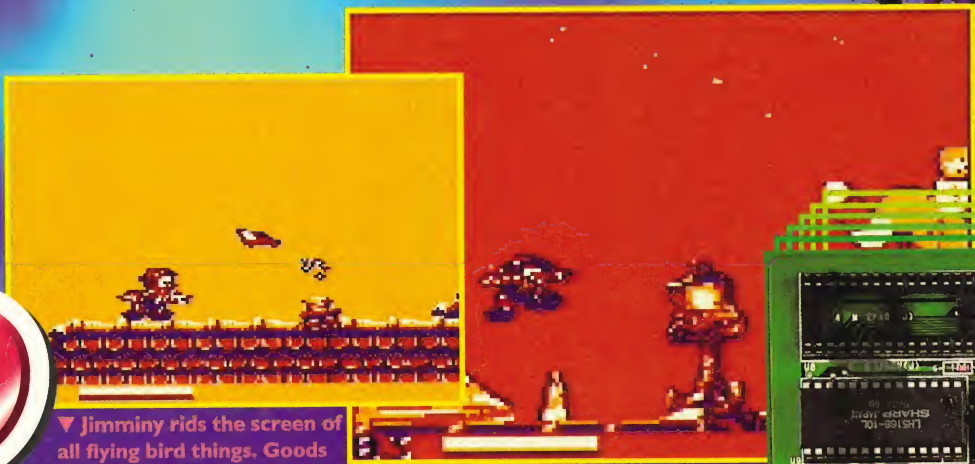
▲ We've been hit! Yep, this is it. The end of the road (although to look at it you wouldn't know).





► Pin (or Nukes as his friends call him) is great when it comes to scaling tall buildings. Look!

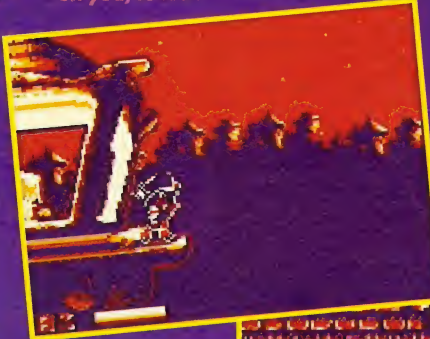
# Pinocchio



▼ Jimminy rids the screen of all flying bird things. Goods on you, fellow.



▼ If you come into contact with these sign posts they spin you 'round and send you flying. Handy when wanting to get to those hard to reach rooftops. Bit disorientating though.



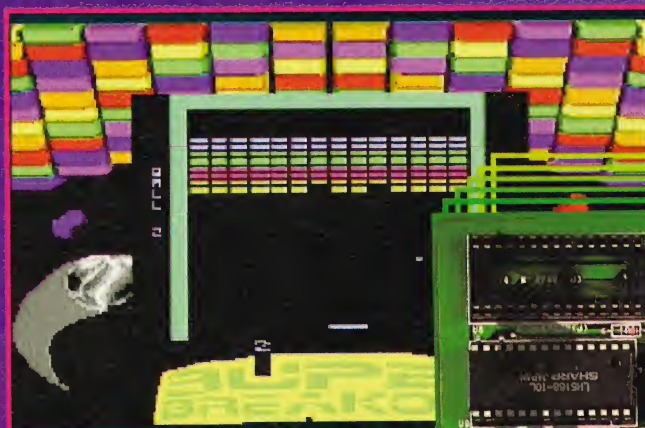
for the Game Boy these days) and some parts of the game discarded – Pinocchio GB looks pretty similar to its 16-bit bruvver.

It is, naturally, difficult to tell how these games are going to play from their preview versions but this, aimed once more at the less mature end of the market, looks like it could be fairly entertaining. As always, we'll give you the full verdict in next month's action-packed, fun-filled review. See ya!

◀ At the fun-fair, Pinocchio can grab hold of a balloon and go flying. Be sure not to crash into anyone else, however.

**For:** Game Boy  
**From:** T.H.Q  
**Category:** Platformer  
**Players:** 1  
**Developer:** Disney Int.  
**Available:** September  
**Complete:** 99%

# Kou+



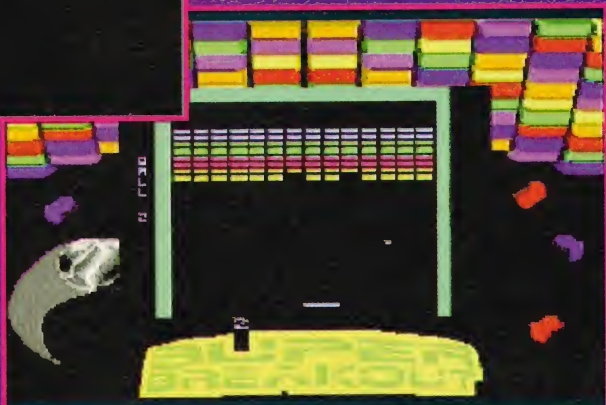
◀ This game actually looks better on the proper GB than on the Super GB.

▼ The paddle gets smaller as you progress making things a tad harder.



do these days (primarily because the games have hardly changed in looks since their coin-op days) but, if you were a fan of the original games, then you'll find these are darned faithful. Expect a review next month...

◀ Although, undoubtedly a good game, it does tend to get a little confusing what with thousands of green lines flashing at irregular intervals. Still, more and that next month when the full game arrives.



◀ Hardly the best looking game of all time, is it? But playability's what counts 'round these parts.

**For:** Game Boy  
**From:** T.H.Q  
**Category:** Action  
**Players:** 1  
**Developer:** In-house  
**Available:** September  
**Complete:** 99%



►The fuses have  
been lit

►Time has just  
run out

*Clear  
the  
area!*

WORLD  
EXCLUSIVE

# SYNDICATE WARS

The most explosive sequel in the history of gaming blasts  
onto the pages of GamesMaster 47. Don't miss the first ever review.

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As well as the *PilotWings 64* review we've got EIGHT SNES titles in for review. So much for the losers who reckon the SNES is dying. Ha!



## Atko says

Well, well, well. You lot back for more, are you? Can't say I blame you because this month we've cast our critical eye over the stonkingly great *PilotWings 64*. And it's proved difficult not to play it. It's that good. Read on for more info...



## Tim says

Wait a second, wait a second. I want to get in my bit, first. This month I've (*Cut! Ah, that's better* – Atko). Anyway, let's move onto those all important games. We've got something for everybody: fishing, worms, dodgy eastern riffs. Glad you're here now?

# PilotWings

After last month's *Mario 64* some felt it would be difficult for any other game on the N64 to reach the same dizzy heights. Wrong. As our 10-page review of the machine's second title will conclusively prove, *PilotWings 64* is absolutely stunning. It's delivered all it ever promised to. If you have your doubts then turn the page and watch them disappear...



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# Bass Masters

Fishing sims are a strange kettle of fish (*Fired!* – Atko). They try to make something that quite obviously isn't exciting look and sound exciting, if you get my meaning. Read on...



# Worms

It's finally here and we give it the once over on Page 52. Exciting, do you not think? Eh?



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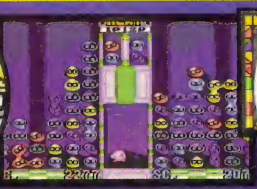
# Kirby's Dream Course



Check out one of the most bizarre golf games ever.

# Kirby's Ghost Trap

Kirby's *Avalanche* by any other name. Top Larks!



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# Prince Of Persia 2 The Shadow And The Flame

It should have been a graphical treat. Find out why it's an utter disgrace over on page 58.

# Whizz

Jolly, 3D, rabbit-related tomfoolery. Pass the carrots.



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# DragonHeart

RPG's have been sadly missing from the Game Boy in recent months. Indeed, the last decent one was *Zelda* way back in 'Nam. So, *DragonHeart* is a pleasant surprise...



# Tin Tin

Quiff boy does his Game Boy duties in a rough old game. Read about it if you want.



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**PLAYERS:** 1  
**DEVELOPER:** Paradigm/Nintendo  
**PRICE:** £100 (ish)  
**RELEASE:** Out now on import

► It's nothing very new for potholers, but *PilotWings 64* provides plenty of scope for getting stuck in very tight spaces. Nice one.

**Still an acquired taste, but there's no getting away from it, *PilotWings 64* is the most realistic flight game ever.**



# PILOTWINGS

Just over four years ago, when TOTAL! was only three months old the Super NES hit the streets, and at the same time came *PilotWings*. When the game first came into the TOTAL! office Steve Jarratt and Andy Dyer (then known as Misery Guts and Thick, of course) could not believe the realism. Sure, those landscapes were flat, but the movement of it all and the way it all rotated around. That Mode 7 malarkey was amazing. And the gameplay too left everyone wide-eyed and drop-jawed for days. Not only was it one of the very few examples of a flight sim on a console that actually handled well, it was also unique in that it was unlike any flight sim ever made for any machine. Its weird emphasis on merely training to fly took a while to get your head around, but somehow, it worked. This was at a time when



previously, we'd only had 8-bit technology which, frankly, wasn't up to this sort of experience. This truly was a new chapter in videogames history.

But wait. Against all odds, Nintendo have gone and done it again. Four years of videogame development have passed since the original *PilotWings*. We've seen some toe-curlingly good software (and plenty of bad stuff) but now, with the release of *PilotWings 64*, our jaded, cynical 'seen-it-all-before' attitudes have just fizzled away, to be replaced by a wide-eyed and drop-jawed look even wider and yet more droopy than that caused by the original. This 64-bit sequel is a stunner.

The good news is that the flavour, the feel, the basic structure of play and in fact most of what made the original so unique has been retained. The even, er, gooder news is that while the essence of the original remains, the game has been looked at from scratch and improved in every way imaginable. The control, the graphics, the sound, the size, the bonuses, the secrets, the feel... everything. So let's begin the mammoth task of explaining it all.

*Mario 64's* use of the new control stick was an original concept, in that analogue

control isn't usually found in platform games. For the likes of *PilotWings 64* though, the stick isn't simply a novel new idea, it's a necessity. Superb though it was, the original *PilotWings* suffered slightly from a lack of realism in its flight dynamics, due largely to the fact that you only had a D-pad to control the various flying vehicles. With the analogue stick, control is much more convincing. Analogue control has been used in PC flight sims for years, this is the very first time a console has used it and it works perfectly. The advantage is especially apparent in the hang-gliding sections.

Because the glider is powerless, it's easy to stall the thing and hard to accurately control height even when using the thermals. What's needed is the ability to minutely tease the glider right, left, up and down without sending it out of control. The stick enables you to do just this.

Compared to the original game (which itself was quite a lengthy experience), *PilotWings 64* is massive. Each of the three basic vehicles has a series of certificates. There's a training certificate containing a single mission so that you can familiarise yourself with the machine's controls. Certificate A contains two missions.



**DOWNERS**  
 Minor slow-down on busy areas



▲ Don't get too excited, the game doesn't look this good. What do you expect from a console costing only a few hundred quid?.

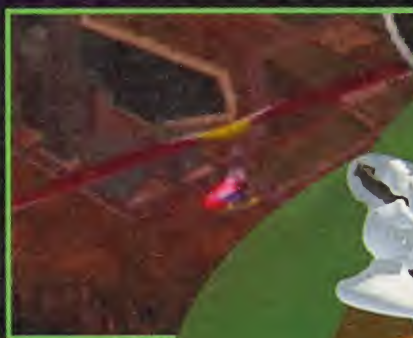






▲ The level of detail in the landscapes is amazing.

► Do you know why a hang-glider is called a hang-glider? (Yes – Atko) Oh, um...



# PilotWings 64

Certificate B contains three missions and the final P certificate (Professional) contains another three missions. That gives a total of nine missions for each of the three vehicles. Yep, that's 27 missions in all. But it doesn't stop there. There are also the three bonus vehicles (Cannon, Parachute, Jumble Hoppers) each with a series of three certificates, each of these containing four missions. These missions are a lot simpler and quicker to play, but this still gives you an additional 36 bonus missions. And finally, there are the four Birdman sections which allow you freedom of flight around the four islands in the game.

This gives us a grand total of 67 different missions to play through.

As far as

completing the missions goes, the challenge is varied.

Illustrated throughout this review are all of the main missions in the game.

Things start off easy with simple tasks of flying through a few rings and landing. Later

though you are called upon to shoot targets, battle a huge Iron Man, navigate through a huge tunnel system inside a mountain and, strangely, photograph things. Essentially, apart from general acrobatics,

you're later called upon to perform specific missions centering on the speciality of each vehicle.

For example, the later

Rocket Belt missions really test your manoeuvring abilities to the full. The Gyrocopter is the combat vehicle so later missions involve firing at targets

and a limited number of live

targets. The Hang-

glider is the eco-friendly machine and the missions tend towards the ecologically sound practice of taking in-flight photos of polluting factories or Whales. You then get additional points for the quality of your holiday snaps.

But quite apart from the variety of the missions, the way they're structured also makes the thing a heck of a lot more playable than the original. Rather than having to become proficient at all the modes of flight before you can progress to the next certificate, in *PilotWings 64*, certificates are awarded for each vehicle independently. So, for example, you could play right through all of the gyrocopter missions before you've even looked at the others. However, the more useful aspect of this mission structure is that when you become stuck on any given mission (which you often will in the latter stages)

there's plenty of scope to go off and try out other things until you're ready to come back and attempt the problematic mission again.

It's hugely friendly and is probably the reason that I was able to spend a day at a time playing it without becoming in the least bit tired, niggly and bored (all right, maybe I got a little tired and niggly, but never bored).

Returning to the bonus sections for a moment, these present a pretty hefty challenge in their own right. When you finish certificate A at Silver level on all three modes of flight, the cannonball section becomes available. This is a series of four

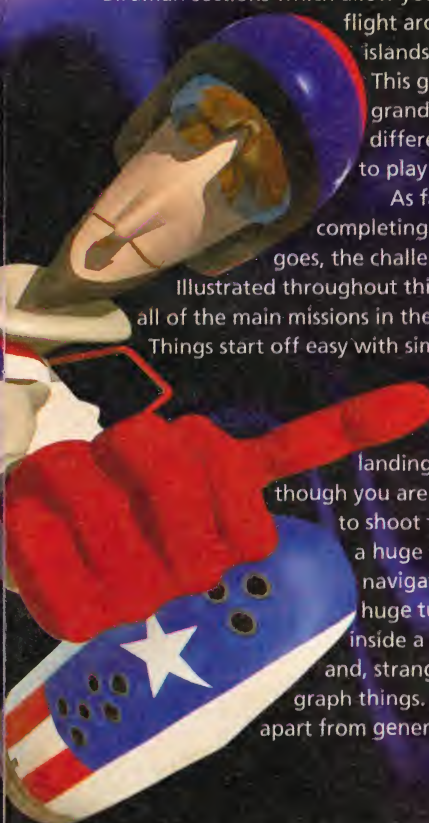
sections each comprising four mini missions. Each time you have to locate the target, adjust the vertical and horizontal angles of the cannon then select the power of

the shot. Your character then flies through the air hopefully ending up on the



target. You get three attempts at each so it's a case of trial and error as you make adjustments to the angles and power to get a bulls-eye. If you then get silver on all three B certificates you open up the sky diving bonus rounds. Do the same on the professional certificates and the jumble hopper boots become available. It's possible to complete the certificates at the bronze level and see the ending. But these bonus rounds give the player a real incentive to go back in and keep improving over and over again. And because the

**UPPERS**  
Amazing graphics, superb feeling of flight





professional certificates are so difficult, it's going to be a very, very long time before the player gets to see all three bonus sections. And for added longevity, there are also different endings when you complete all the certificates at bronze, silver and gold level. There aren't many games we've come across which offer this high level of repeated

play.

Inevitably, we have to talk about graphics. There are three very, very minor flaws (so minor in fact that they don't really affect the gameplay to any degree). First off there are the characters. Presumably all the polygons were used up on the scenery. As a result, the pilots are crap, looking like cacky little origami puppets (their spindly triangular legs are particularly comical). Second, some of the visuals have a muddy, blurred look about them. This, again presumably, is due to the fact that the

developers wanted realism and used realistic texture-maps. This earthy look is no bad thing, it's just that it comes as a bit of a shock after the vibrant blast of colour that was *Mario 64*. Thirdly, there's a bit of slowdown, but the only time it was really noticeable was when we were flying past the rather deatiled Cape Canaveral as a perfect reproduction of the Space Shuttle took off complete with plumes of exhaust smoke. At any rate, all three points don't really add up to a hill of beans, so I don't know why I mentioned them in the first place. Maybe I was just getting bored of all the fawning adulation of the game.

There are three areas, or islands to play on.

#### ▼ The rocket belt missions start off very

simply. Fly around the island a bit to get the hang of the controls then head up to the top of the hill where you'll find this ball floating above a building. Gently work the stick and your thrusters until you've accurately hit the ball. Not too taxing, it requires just enough skill to get you started.



► After sorting out the ball, it's time to really get to grips with those controls. Locate the landing pad, then stabilise yourself so that you're not drifting too fast. Now switch to the above view so that you can position yourself right over the bulls-eye. Land.

## Rocket



## Map one



## Gyro



◀ Again, the gyro missions start off gently. This is just as well, the gyro is a bugger to control. Take off (this is simple) then learn how to manoeuvre effectively so that you can accurately fly through the hoops (although they're more like translucent discs in this game).

► After flying through all the hoops, use your radar effectively so that you line up accurately with the runway. Come in at an angle or ditch the machine too sharply and you'll either crash, or you'll lose a lot of valuable points. Once you've touched down you have to remember to power down the engine, otherwise you speed back up and overshoot.



## Hotel





And they're huge. Initially they may not seem too big, but once you start flying around you'll realise just how large and detailed they are. For example, one of the islands is a minia-

ture version of North America. Fly down the east coast and you'll come to New York complete with the Statue of Liberty. Travel on south and eventually, there's Cape Canaveral. Head up to the middle for a quick flight along the Grand Canyon, then head west for a trip to Los Angeles and then a brief stay in San Francisco, which contains a lovely version of the Golden Gate Bridge. Another island is icy and mountainous. Not many sights to see as

such, apart that is from the most spectacular mountain you've ever seen. And it's the amount of details included which really make the game, especially when you consider that all the detail and all the little areas of the islands come into play at some point in the game. On the side of the mountain there's a ravine running vertically down it. One mission involves hang-gliding directly down it and the effect is literally stomach-churning. Then there are the underground caverns, the beaches, the bridges, all cleverly placed and

## Beach



## Fair



◀ The first island also features this rather wonderful fairground. It not only looks pretty, many of the rides actually move, just like in real life. In fact, this is real life, yes. I want to stay here forever.



## Fountain



◀ One not-so-realistic aspect is the fact that you can fly straight through these fountains without crashing or putting out your jets. Actually, maybe that is realistic. I've never flown a rocket belt so I wouldn't know.

## Glider



► First glider mission. Fly through hoops and land.

▼ The first island has a number of gliders circling around it. Beautiful.

## REPLAY



◀ This isn't a mission, but in typical TOTAL! tradition, we're determined to show you absolutely everything. One of the features of the first map is this hotel. Take a picture of it for posterity if you like.





Worthy also of a mention is the aural experience. The soundtracks are just as cheesy as the ones in the original although the sound quality is strides better. As for the sound effects, prepare to be stunned. Get close enough to the relevant object and you can hear splashing water-falls, lapping waves, boat engines, cheering crowds... It's a right old treat. I could spend

several pages summing up. But I won't. If you haven't got the message by now, PilotWings 64 is a phenomenal game. It's a unique gaming experience and the most realistic flying game ever seen, anywhere.

▼ Take pictures of smoke spewing refineries.

T!



◀ Check out your best snaps. Did you score enough?



**Snaps**



◀ Make sure you take a full complement of snaps. That way you're more likely to get a good score. Top!

## Map two



**Timer**

◀ On this mission there's the added challenge of time limits. Fly through one hoop and a clock appears in the next one. If you're quick enough and fly through the timed hoop before the timer runs out, you'll get additional points. Essential for getting a gold certificate.



**Tricky**

► The hoops come in several forms to enhance the challenge. The timed hoops are mentioned above. These half hoops spin around making it harder to hit them. Some even sink into and rise back out of the ground. It is, indeed, tricky.

**Balls**



▲ Fly into one of the blue balls (above) and it splits into five bouncing red ones (right). You then have to chase them and hit them (avoiding everything else).



**Bounce**



◀ Locate the big green ball. Ram into it really fast to set it in motion. Keep at it.





## Pre-Flight Checklist

OK Hot Shot, before you can take to the skies we need to perform the pre-flight checklist. Remember, it's been four years since you gained your original *PilotWings* so I want you to make sure everything is present and correct. Right, let's do it.

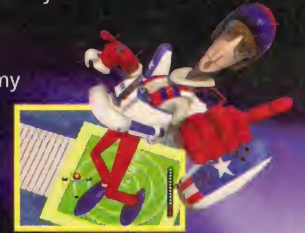
### 1. Hang Glider

Check. The kite's present and correct and in the four years since I first took her up she's been redesigned to handle more effectively.



### 2. Rocket Belt

Check. As before my belt's got two thrust settings plus there's an added setting for hovering, although that uses up a heap of fuel Sir.



### 3. Airplane

I have a memo here regarding the plane Sir. The old model was getting a bit long in the tooth and was very expensive to run. It also didn't handle too well. We now use gyrocopters.



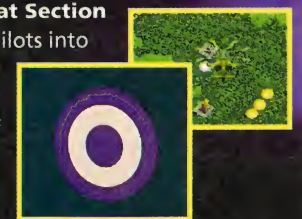
### 4. Parachute

Check. But I must inform you that the old sky diving training was seen as surplus to requirements so this time around it features not as a main part of the training, but as a sort of recreational bonus when I've attained silver awards on all three B certificates.



### 5. Bonus Combat Section

Sending rookie pilots into actual combat situations was costly in terms of lives Sir. These days we have a much more comprehensive training schedule, so the gyro training includes a number of target practice scenarios. Much less costly.



### 6. Trampolines

The additional training from before is still here, but technology has meant that we now have jumble hoppers, which are essentially powerful bouncing boots.



## Man



▲ The Iron Man is a right laugh. He throws hunks of ice at you.

◀ However, if you successfully shoot him five times, he snuffs it. Fewer missiles used, more points.



▲ Fire at the target balls to score big points. It's not quite as simple as that though...

▶ ... You need to get whole formations of targets for style points.



## Ooh...



▲▶ Yet more examples of the gorgeous scenery in the game. Here's an airport, a scenic village and a beautiful church. Smart, eh?



## Dive



▲▶ Dive off the cliff edge, get all the hoops in the ravine, then climb back up to land on a high target. Bloody hard this one.



◀▶ Keep hitting it so that you edge the thing towards the huge green and blue tower. Once it hits the tower the mission is over.

**PILOTWINGS 64**



## Height



◀ Some of the Hang Glider missions, like this one, involve locating and using thermals to reach a predetermined altitude. Once you've reached this height you can then locate the landing target (and crash).



## New

## St. Louis



◀ Ah, St. Louis. Famed for its funny arch-type construction and, er, I don't know what else. Hang on, wasn't there an airplane called Spirit Of St Louis or something? And a film, Meet Me In St Louis?



## Canyon



◀ The Grand Canyon. Almost as nice as the real one, non?

▼ And here's another view of it. Actually we're running out of things to say about the Grand Canyon now. So we'll shut up.

▶ It really is a massive thing the Grand Canyon. Bigger than Thick's gob even, oh yes.



OK Hot Shot, before you can take to the skies we

need to perform the pre-flight checklist. Remember, it's been four years since you gained your original PilotWings so I want you to make sure everything is present and correct. Right, let's do it.

**1. Hang Glider** Check. The kite's present and correct and in the four years since I first took her up she's been redesigned to handle more effectively.

## 2. Rocket Belt

Check. As before my belt's got two thrust settings plus there's an added setting for hovering, although that uses up a heap of fuel Sir.



**3. Airplane** I have a memo here



## Bridge



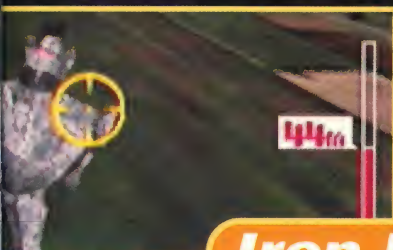
◀ This is a very hard mission. Fly in from the sea, towards the river estuary.

▼ Then you have to negotiate a series of bridges flying underneath them. The white-edged hoops give you more points.

## Map three







◀ Another encounter with the Iron Man. Go on, get him. He's different.

## Iron Man



## York

◀ New York, New York, so good they named it twice... only they didn't, did they?

## Nessie

▶ Another weird photo session. This time you have snap the Loch Ness Monster.



## Platform



◀ There are several of these platforms floating in the air. Some are very high up, some are tucked away in crevices of rock making them very difficult to reach. Once you've landed on one it disappears and it's time to move on to the next.

▶ Yes, it's the famous Mount Rushmore, carved from stone by one man, using only a toothpick. Hit Mario on the Cannonball bonus stage and the face turns to Wario.



## Mount Rushmore

## San Francisco



◀ The street of this particular San Francisco aren't quite as steep as those in the real one. But the loveliness of the Golden Gate Bridge more than makes up for this lack of road-undulation. Just look at it.

▼ What a blast. The missile effects are superb.

## Washinton



▼ Finish off by flying past a space shuttle. A very awe-inspiring thing.



▼ Always use the first-person view-point to shoot.



## Target







◀ On this level, you're target object is on the other side of the island. It's tempting to fly over the top to get to it. But look carefully behind this waterfall at the start point and you'll see there's a cave there.



▲ Use the thermal to get up and over the mountain. Hear the crowd roar.

71 km/h  
SPEED

Up



▲ That ball is the target, but you can't hit it if you don't fly through the caverns. On the right you can see the tunnel network. After getting through as fast as possible, the target has become a GOAL hoop. Success.



Tunnel



## Map Four



## Bounce



◀ The second time you have to do the old ball and tower routine the ball is atop a huge hill. This poses a real problem as it rolls down.

▼ Patience is the key. Wait for the ball to settle then edge towards the tower.



▼ Oh yes, you get yet more target practice on the fourth island. There's not a lot more to say about this though. Sorry.





## n' Over



## Quick



▲ Lots of spread out hoops. This missions calls for speed.



◀ This mission tests your flying skills and your ability with the camera to the limit. Take shots of the Whale then for extra points try to shoot the fountain without crashing into the hotel itself. It's very dangerous work.

## Whale I Never

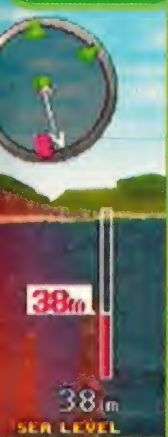
▼ More platform malarkey. It may look like a doddle, but there's wind to contend with and the platforms are particularly small. They're also in amongst the valleys where the winds are more unpredictable.



## Floater



## Fire



## Up, Up, Up



▲ Use the thermals to gain height. This is tricky as some thermals are high up.

► After reaching the qualifying height you need to land on this target on the mountainside. I never quite mastered this.

Flight games have never looked this good. More like a commercial flight trainer.

9

Good, cheesy tunes and some wonderful spot effects. Not as stunning as we thought.

7

A superbly structured challenge. The game is truly unique. A classic.

9

There are so many things to go back in and do once you've finished. Massive

9

"It's hard to describe but the original, brilliant concept has been taken many stages further."

TOTAL SCORE

97



► Choose the right lure and you could gain success.



◀ Select where to cast your line with the cross hair and then get ready for some action of the fishy kind. The colour of water indicates the depth. Clever that.

**PLAYERS: 1**  
**DEVELOPER: T+HQ**  
**PRICE: £60 (approx)**  
**RELEASE: Out Now (US Import)**



# Bass Master



▲ There's your tackle box, then. Plenty of good stuff to choose from there, matey.



◀ Driving the boat about the lake means you get a racing sim and fishing all in one.

It's all a bit odd, really. Fishing, you see, is dull. That's a given. There's no getting around it, it just is. But then this happens: a software company runs out of inspiration. All the genres have been done, all the ideas have been used. So, they opt for something that no one – not anyone, mind – would dare touch. Fishing. The most tedious 'sport' ever conceived.

And in some strange twist of fate they actually manage to make it seem quite entertaining. Not excellent, you

understand, but entertaining. The sort of game you'd buy if you had the dosh but wouldn't go shouting about like you'd just discovered the Holy Grail. The point is that *Bass Masters Classic* has continued the bizarre trend.

The scenario is similar to fishing's last outing on the SNES, *Jimmy Houston's*. Compete in competition against other professional fisherman (and women) in an effort to win the Bass Masters Classic (presumably some sort of prestigious American cup although over here it takes second place to the 100 metres Egg and Spoon race at your old Junior School).

However, needless to say, things are slightly more



complicated than that. Before you venture out into the water there are some serious

things to consider: what equipment you have, where you're going to fish, what the weather conditions are, what you've got for your lunch.

The comprehensive options screen allows you to overcome most of these problems, with the shop (and the old scrota who runs it) particularly handy when needing new rods and the like.

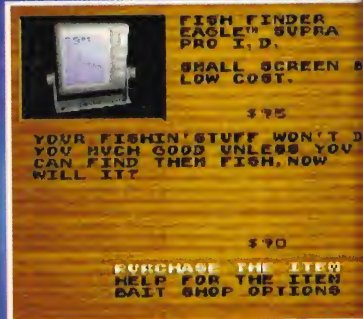
Serious moral dilemmas occur, though. Because of the limits of your bank balance (it fluctuates according to how well you do in

competition), good gear doesn't make itself available until well into the season so often it's a choice between blowing your stash on a

CAKES  
Well, it's fishing, isn't it? A little yawnsome

FIDDLE LAKE			
TEMPERATURE 16.3			
COMPETITOR 0110			
SPRING WATER: MURKY			
DAY 11			
11:120			
PRESS B TO EXIT			
NAME	WGT	LEN	POS
CHLOE O'REILLY	12.5	1.0	1
EARL GREEN	12.5	1.0	1
CANDERS KAHRES	12.5	1.0	1
NICK CASEY	12.5	1.0	1
AMIR ATOLOVA	12.5	1.0	1
DOON NAVERT	12.5	1.0	1
ERIK ALWILL	12.5	1.0	1
ERICK FERNANDEZ	12.5	1.0	1
BOB SHITHERS	12.5	1.0	1
JASON LEWIS	12.5	1.0	1
BOB SHITHERS	10.0	0.0	0


**Supermarket**  
 Okay, so crusty here is up to much but he's got a whole host of juicy stuff just waiting to be bought.





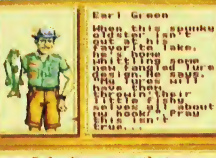
## Weirdsville, USA

After taking a shuffty at this little lot you'll be wanting Norman Bates as your Grandad...



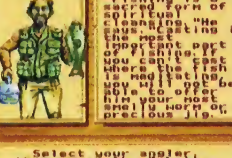
**Bob Smithers**  
"Sometimes you have to muscle them in", says Bob, a former middleweight boxer and budding angler. Bob fishes all day long, and can always be found snuggling a cold one. Cold raw eggs that is. Bob's best asset is his strength.

Select your angler, then press the B button.



**Earl Green**  
When this spunky oldster goes out fishing, he's always taking a little something home. Earl's a real expert on the subject of fishing. He says, "You'll not be able to offer him your best unless you're a real fisherman."

Select your angler, then press the B button.




**Ahmed Atollous**  
"Fishing is a sacred form of spiritual cleansing," he says. Ahmed is an important part of the fishing community. If you can't catch where the fish is, he'll tell you. He's a real expert on the subject of fishing. He says, "You'll not be able to offer him your best unless you're a real fisherman."

Select your angler, then press the B button.



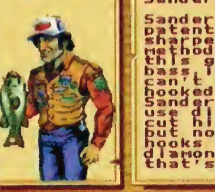
**Chloe O'Reilly**  
She is one of the few women in the Classic, but she has the endurance to outfish any guy. Don't expect to see Chloe at the docks till the last minute. "I'll all keep up with me, but I bet she often teases."



**Nick Casey**  
This young sprout's first word was "bass" and he got his boat permit before his car license. Nick knows bass and bass know Nick. Seems like he's caught most of them. Quote: "I love bass, bass love me." I won the Classic when I was three.

Select your angler, then press the B button.

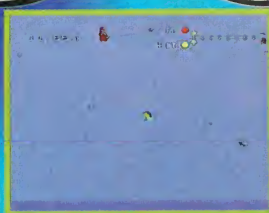
► Sanders Ramirez? What sort of name is that? Still, we're not going to go on about it. Just look at his face. It's obvious that he's a bit of a psycho. Let him win, I should.



**Sanders Ramirez**  
Sanders holds 3 patents on hook sharpening methods. Once this guy snags a bass, it just can't shake that hooked feeling. Sanders used to use diamonds to cut his hooks... but now his new hooks can cut a diamond! Now that's sharp!

Select your angler, then press the B button.

# Masters Classic Pro Edition



graphite rod and leaving yourself without any money or biding your time and putting up with your current,

disturbingly rubbish one.

Catching fish takes time to master, as well. Not only have you got to develop skills in reeling bass in, you've also got to do similar things in the patience department. It's the same with all fishing sims. To make them seem like real fishing, they've got to feel like real fishing. And that means minutes passing before any sign of fishies.

Nevertheless, once a bass does grab hold of your lure it's a question of furiously tapping A

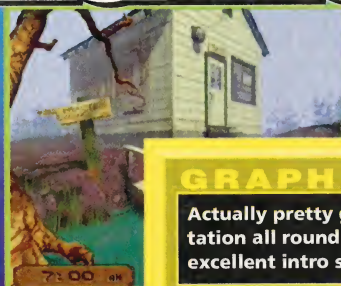
**LAKES**  
Uncomplicated, amusing, strangely addictive

and B and getting the balance right between pulling your catch to the surface and preventing your rod from breaking under the pressure (because it will if you ain't careful, like).

Masters Classic is far superior to last month's *Jimmy Houston's*. Whereas that was laughable to the point of being dangerous, this actually doesn't take itself too seriously (you only need meet the competitors to realise that much) and benefits from it. Hardly likely to appeal to everyone but in an inexplicable kind of way, it's really quite good fun.

**T!**

◀ There's some top intro screens as you can probably tell from this shot here. Grrreat.



## GRAPHICS

Actually pretty good presentation all round with some excellent intro screens.

**8**

## SOUNDS

Hardly anything to get excited about. The music's rubbish and there are no splashy sounds.

**6**

## GAMEPLAY

It's not going to appeal to everyone but as fishing sims go this is rather good.

**7**

## LIFESPAN

Plenty of options to be going on with even if, occasionally, play borders on the dull.

**6**

## TOTAL! JUDGEMENT

It still doesn't quite work as an idea but as far as fishing sims go this is a competent enough attempt.

**TOTAL! SCORE**

**75**

## Sweep

### The Fish Finder

At \$95 this mini radar is a snip. Stick it on the back of your boat and it'll tell you when you're over a densely populated area of the lake. Nice.

### Reel Spin Cast

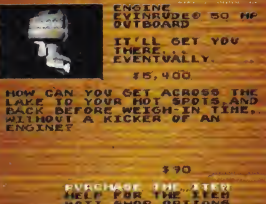
Your basic reel, this, but often one you have to make do with until you win yourself some dough. Upgrade as soon as you do, mind, otherwise you'll catch sprats.

### Engine: 50hp Outboard

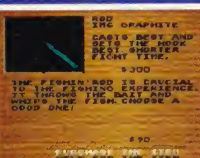
A vital piece of machinery when wanting to impress the ladies. Fast, efficient and ecologically sound. Problem is, it costs five grand. Bloody rip-off.

### Graphite Rod

This little beauty is your ticket to sure fire success. It's tougher than the standard rod and at \$300 not a bad little deal.



ENGINE  
EVENBREDER 50 HP  
OUTBOARD  
IT'LL GET YOU  
THERE  
EVENTUALLY.  
\$15,400  
HOW CAN YOU GET ACROSS THE  
LAKE TO YOUR HOT SPOTS AND  
BACK BEFORE WEIGH-IN TIME?  
WITHOUT A KICKER OF AN  
ENGINE?  
\$190  
PURCHASE THE ITEM  
HELP FOR THE ITEM  
BUILT SHIP OPTIONS



500 THE GRAPHITE  
CASTS BEST AND  
SITS THE BEST  
FRONT TIME.  
\$300  
THE FISH AND THE FISHING  
TO THE FISHING EXPERIENCE  
25 TIMES THE BAIT AND  
WORTH THE FISH. CHOOSE A  
GOOD ONE!  
\$90  
PURCHASE THE ITEM  
HELP FOR THE ITEM  
BUILT SHIP OPTIONS



► Quite in control, am I not? I mean, I've got through the whole review without any jokes about little pink friends. God, I'm nice.

► Absolutely anything on the levels can be destroyed by bombing. Including igloos.



**PLAYERS:** 1-4  
**DEVELOPER:** Team 17  
**PRICE:** TBA  
**RELEASE:** August

## Weapons

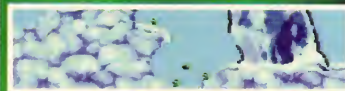
### Bazooka

Useful for close encounters, you can get as much or as little power on these as you want.



### Grenade

Really, long distance weaponry and especially good for getting Worms on platforms above.



# Worms

Unnecessary violence in videogames is, of course, a good thing. As long as you don't admit it to your Mum. Because she would have you outside and subject you to a particularly nasty lecture before your feet had a chance to touch the ground. Still, in the comfort and relative security of your bedroom there's nothing quite like it. Lucky, then, that *Worms'*

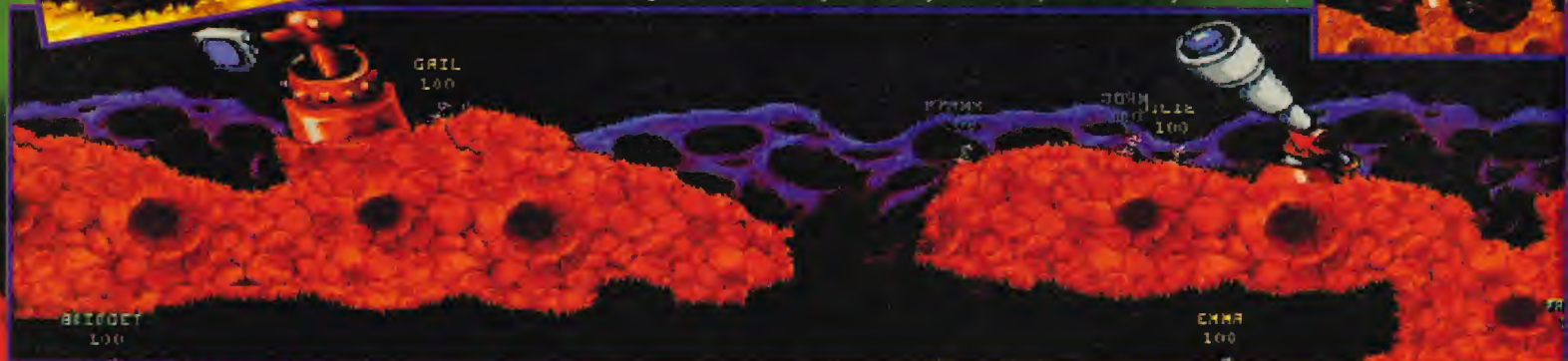
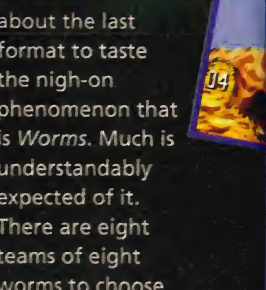
premise is based entirely around the aforementioned fact. Merely take control of a group of worms and use every weapon at your disposal – bazookas, cluster bombs, uzis, etc – to rid the level of all opposing units. Simple. But often it's the simplest of concepts that prove to be the most successful and in this game's case it has rung true. The SNES, you see, is just

about the last format to taste the high-on phenomenon that is *Worms*. Much is understandably expected of it. There are eight teams of eight worms to choose from with a total of ten weapons to choose from as well as 'moving' equipment such as a drill and a blowtorch. Extra weapons can be

collected from weapon drops which occur at random intervals. Indeed, the more satisfying fire-power tends to come from this source. You only have to watch the exploding sheep and their aftermath to realise that much.

The challenge in *Worms* comes from having to perfect accuracy. On your turn you are required to line your shot up

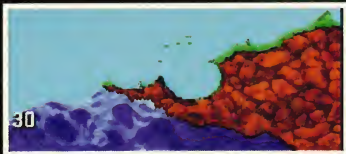
PERMS  
Looks dodgy  
and missing  
best weapons





### Cluster Bombs

Just about the best weapon of them all, these are excellent for mass destruction.



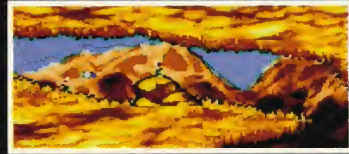
### Uzi

Another short range form of firepower and not all that effective to be honest.



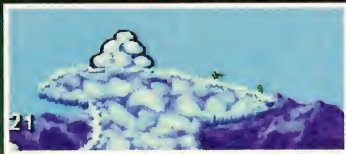
### Dragonball

Straight out of SF2, this one is another short range weapon but great if it comes off.



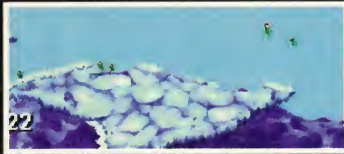
### Shot Gun

Hardly visible but a good 'un nonetheless this will completely blow away your opponent.



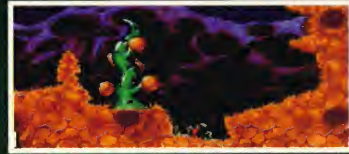
### Fire Punch

You have to be right on your opponent to use this, but it sends 'em flying if used properly.



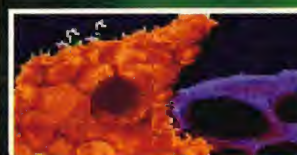
### Dynamite

Good, if they come off, but you have to get your positioning exactly right for full effect.



### Air Strike

Completely ace as it blows up all your opponents and the landscape. In limited supply, though.



### Teleport

Useful if you need to get from one side of the screen to the other.



pace of the game, before you fire with the risk being that, if you do misjudge, your cluster bomb or bazooka missile could go hurtling into one of your own team knocking points off lives. However, when you do severely deplete your enemy of troops via a grenade or air-strike the feeling is unmatched.

moving at a frustratingly slow rate with the time between go's amounting to about ten seconds a time.

There're also a couple of other disappointing elements: important explosions often seem to occur off screen which becomes annoying when one of your team is the victim and one of the best weapons, the homing missile, isn't included.

There's no denying that *Worms* is an excellent game. On other formats it was a fantastic game combining strategy, action and humour.

These features have made it onto the SNES but aren't allowed to shine in the same way with the game, sadly, being weighed down by a combination of dodgy graphics, missing weapons and lack of attention. Shame, that.

T!

**WORMS**  
Good fun in multi-player mode

Yet there's something about *Worms* which isn't entirely convincing. Maybe it's the horrible visuals which confuse the player with unbelievably tiny sprites and a drab use of colours (if you're not careful you'll soon be bombing members of your own unit). Or maybe it's the



### GRAPHICS

Pretty dud, really. The colours are gaudy, the sprites are too small and the text wrong.

6

### SOUNDS

Once into the game proper there's no music at all and tons of FX are missing.

6

### GAMEPLAY

Highly addictive but slow and some careless programming detracts from proceedings.

7

### LIFESPAN

Take away the niggly aspects and you've got a good little game. Too few levels though.

8

### TOTAL! JUDGEMENT

"Although entertaining enough and great in multi-player mode, *Worms* could and should have been so much better."

**TOTAL!  
SCORE**

75



PLAYERS: 1-2  
DEVELOPER: Nintendo  
PRICE: £25  
RELEASE: Out Now

# Kirby's Dream Course

WHISPY WOODS COURSE			
PLAYER 1		PLAYER 2	
3	1	0	
3	2	1	
5	3	1	
5	4	2	



▲ This is the two-player game. Each character starts from that target area outside the green barrier. This means you have to perform a tricky sort of chip shot to get over the barrier and into the play area. Very nasty.

The beauty of Nintendo's games are that the ideas behind them are never very complicated. Take *Dream Course*, for example. All the player is required to do is direct Kirby around a 3D environment in a set number of gos, ridding the place of nasties and then leaving via an exit.

Of course it's slightly more complicated than it sounds but, the point is, because the game isn't bogged down in

clever, clever plot devices it manages to consistently succeed in the playability stakes. A good thing, yes?

► Avoid the water. You'll be stuck.

At first, however, it does take some getting used to.



The whole thing moves at too slow a pace (unfortunately, that doesn't improve as the action progresses) and it's not until you're well into the game proper that power-ups, conveyor belts, turntables and the like all make themselves available.

But, persevere and *Dream Course* quickly rewards you. The courses – each of them perfectly designed –

► **SPLEENS**  
A bit too slow in places.

## Power Surge

One of the most joyous things about *Dream Course* are the different power ups. Gander, shall we?

### Hi-Jump

Will send Kirbs skyward should the course so require.

### Parasol

Slows up Kirby's descent back onto the course (very handy when enemies are below you).

### Spark

When the spark is activated, Kirby can knock certain unmovable enemies out of the way.

### Wheel

This power-up allows our little pink friend to move over bunkers and areas covered in water. Nice.

### Stone

This option will bring Kirby to an immediate full stop. A bit of a saviour when heading towards certain doom.

### Freeze

This, unsurprisingly, freezes Kirby and allows to him to cover ponds with ice and then move across them.

### Tornado

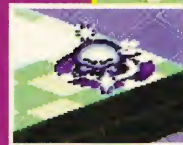
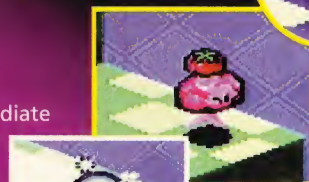
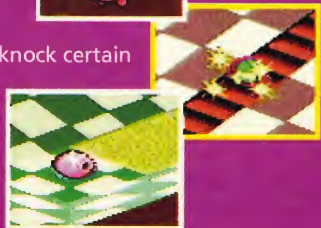
An easy way to take out opponents, this transforms the Kibster into a whirlwind.

### Needle

Not vastly useful as the Stone tends to do exactly the same thing. Protects you but, then, you rarely get attacked anyway.

### Fireball

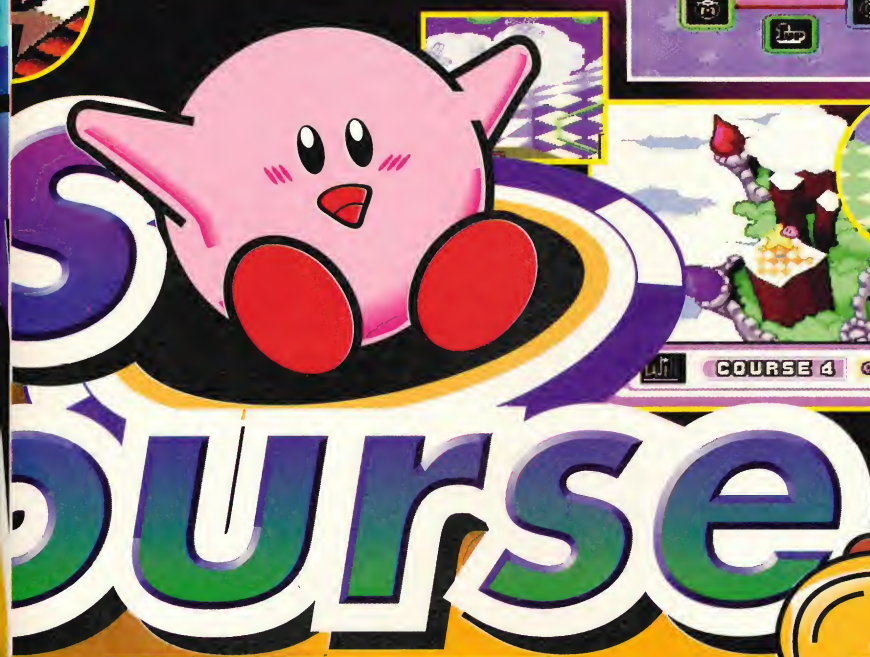
This allows Kirby to move at a quicker pace and





## Name Of The Game

A good example of *Dream Course*'s original approach is this name entry box where you get to actually draw in your own name. Icons are also available to use if you happen to be from another planet or something.



◀ The map screen. Dull but pretty.

## Let's Play Ball

When, er, fiddling with Kirby you'll be wanting to know what you're doing. So, we'll tell you...

So, this is your Power Meter. It appears once you've decided where to send Kirby on the course.



Spin takes time to master but proves invaluable later on. This particular one will give you slowish left hand spin.



Once you've decided on direction, power comes into the equation. You can choose where to stop your power meter by tapping the A button.



### GRAPHICS

It all bears an uncanny resemblance to the forthcoming N64 game, *Kirby's Air Ride*.

8

### SOUNDS

A jolly old ditty as the main tune and some amusing, if unoriginal, sound FX.

8

### GAMEPLAY

One of those seconds to learn, lifetime to master scenarios, here.

8

### LIFESPAN

In one-player mode it's great but when there's two of you it'll keep you at it for hours.

9

### TOTAL! JUDGEMENT

Such a simple concept but so thoughtfully put together and well designed that it's got to go down as a must.

### TOTAL! SCORE

89



become gradually more bizarre with impossible angles to work out and huge open spaces to cross. Getting to grips with Kirby's aerodynamics takes time as

well but once you've pulled off your first top spin lob then you'll be wanting to try it again and again until you achieve your aim with pixel-perfect accuracy

It's the little things in *Dream Course*, though, that make it as good as it is. Additions to the landscapes such as trampolines, bunkers, air curtains and dash panels all vary the gameplay and the thought that has gone into the baddies, positioning themselves at steadily more difficult heights and depths, means that the game will keep you going for a long while.

Admittedly, *Dream Course* looks a bit basic and 'young' but it's not until you come to play it that you realise how deceiving some appearances can be. The later levels are ridiculously difficult and should offer even the toughest of gamers a right royal challenge. And at 25 notes you can't really moan, can you? An excellent buy and no mistake.

T!

► The player with the most stars wins.



take out anything in his path.

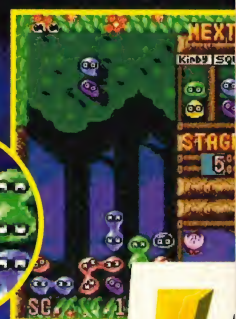
### UFO

Prevents you from having to direct Kirby and hope for the best as the UFO option means you can direct him in mid-air to where you want him to go.





**PLAYERS:** 1-2  
**DEVELOPER:** Nintendo  
**PRICE:** £24.99  
**RELEASE:** Out Now



# Kirby's Ghost Trap



▲ As in all puzzlers these days, you can't really make the most of *Ghost Trap* if you lack friends. A two-player game is far more exciting than a one-player. So get out there and interact...



**R**ight, that's it. Nope, no more. That's enough. Finnito. Stop right there. These Japanese-style puzzle games are far, far too addictive. It can surely be only a matter of time before they carry some kind of health warning. After all, they have this terrible habit of inviting you in for a quick play and end up keeping you strapped to your seat for hours on end. *Ghost Trap* is no different at all.

Probably because of the fact that it's Kirby's *Avalanche* which Atko himself admitted was

**CRAPS**  
 Perhaps a bit old hat, like

"one of the best puzzle games ever released" way back in Issue 43. This re-release now goes under a different title but, more importantly, has been reduced in price to 25



## The Unusual Suspects

End o' level bosses? You ain't seen nuffink yet...

### Poppy Bros. Senior

Stupidly named, granted, but a pain in the arse as he's the first tricky *Ghost Trap* player you're likely to meet. Take great care.



### Squishy

A squid or something but don't let that fool you into thinking he's a wet weekend. He ain't. Those eight tentacles can do stupid amounts of damage. Gumph!



### Heavy Mole

Aside from being heavy and a mole, this little blighter uses sneaky, underhand methods to do for you. Well, either that or he's just plain better.



### King Dedede

This geezer is the signal for the end of the game as he's the last boss. Which, naturally, makes him the toughest. Best get a bit of practice in. Better still, get a lot of practice in.





# Ghost In The Machine

These little blighters are the 'ghosts'. They clog up the playing field tighter than Debs' purse and prevent you or your opponent from starting off chain reactions. However, ironically (nice word, that), they are only produced when said chain reactions are set off. Handy hint: Produce double chain reactions and watch as unfeasible amounts of ghosts drop onto your opponent's playing field. Generally speaking, opponents won't

recover from this so the game will be yours for the taking.



▲ Because of the simplicity of the game there's only so much you can write about. So, erm, those clear shapes are 'Ghosts'. Oh, you know that do you?



▼ Oh, you reckon so, do you? I think you've got it the wrong way round bud-buddy-o. You're the one that's going to get it. Big time and that. God, I'm so hard...



notes. Not a bad little deal, that.

The idea behind the game could surely be no more simple: as coloured beans fall from the top of the screen, you must match up four like colours to produce a chain reaction. These chain reactions will rid your screen of beans and add 'ghost' icons to your opponent's screen, which can only be destroyed by teaming up four more like-coloured beans.

And that really is that. *Ghost Trap* is top fun. In two-player mode it excels with double chain reactions causing much havoc and hilarity

▼ It's amazing how these games have taken off, is it not? Such a simple concept yet they make for such splendiferous games. I don't know, I just don't have the answers.

**TRAPS**  
Simple, addictive gameplay.  
Top fun

and the game will amuse and frustrate in equal amounts even if sometimes it does become a little too repetitive.

So, I hear you ask, why has *Ghost Trap* got a lower score than *Kirby's Avalanche* even though it's exactly the same game? Well, really, it hasn't come on at all, has it? Nothing new has been added and although it is undoubtedly a top grade product it doesn't qualify for a 90%+ score because of this.

However, for 25 notes you could do a lot worse than snap up *Ghost Trap*. If you haven't got *Avalanche* and fancy getting into the puzzle scene then you'd be well advised to take a trip to your local games emporium. If you've already played stuff like *Bust-A-Move* and *Magical Drop* to death then I'd think first before handing over the dosh.

Make no mistake, though, if you do purchase *Ghost Trap* you can kiss goodbye to your social life for the next few months...

T!



## GRAPHICS

Nothing spectacular but some nice intro screens and some jolly, well-drawn characters.

7

## SOUNDS

As is the norm for puzzlers, the soundtrack quickly becomes whistling material.

8

## GAMEPLAY

Only an idiot of Thick proportions wouldn't 'get' it. Simplistic and addictive.

9

## LIFESPAN

*Kirby's Avalanche* owners should steer clear but otherwise it's essential.

8

## TOTAL! JUDGEMENT

Hardly revolutionary but, nonetheless, a jovial slice of puzzling action that'll keep you glued for days.

**TOTAL!  
SCORE**

**83**



► This puzzle is a whole level. Destroy all the blocks apart from one and the cave opens.



▼ Use a combo of literally dozens of swordfighting moves. All right. Just whack the button a lot and hope you win.

▼ Watch out for that pile of old bones. They can suddenly rear up and start a fight.



PLAYERS: 1  
DEVELOPER: Titus  
PRICE: TBA  
RELEASE: September



# PRINCE OF THE SHADOW AND THE FLAME

▼ Misjudge your position and you can get squashed. Only, you don't really do you? That sprite isn't even under the door. Rubbish.



▼ Another classic scene. This one shows another dramatic encounter with the beautifully animated guards. Stupidly though, you can just run left and avoid this bloke altogether. So why is he there?

Another console magazine gave this game an very high score. Oh how I hope that their readers don't go out and buy this dross on the strength of that review! Much as we'd like them to realise TOTAL!'s reviews are the only ones worth reading, we can't even wish this drivel on our worst enemies.

What in the wide, wide world of sports is going on? Way

back in issue nine we reviewed the original *Prince Of Persia* and it received a very respectable 84%. This was four years ago and, at that time, the platform genre had never seen such fluid animation. Of course, this rotoscoped movement has been subsequently mimicked and improved upon by the likes of *Flashback* (issue 25), and since the advent of improved motion capture technology the

◀ If you carefully scan every single bit of wall you'll occasionally see a few tiny little holes. Most of the time though you don't actually spot them and the next thing you know you've been run through like this. Time to go right back to the start then.

WINCES  
Fails to please  
in every  
department



▲ Poor old Prince. He is trying to hide from the embarrassment of it all. We can see you.

word 'rotoscoped' is pretty much obsolete.

Still, the game was a revelation at the time so you'd expect the long awaited sequel to follow suit. And you'd be oh so wrong...

Sorry Titus, but this is a disgraceful effort: the sword fights involve no skill or satisfaction whatsoever, the control system is counter-intuitive and often unpredictable, there

are deadly leaps-of-faith a-plenty, you often move a little just by standing up (which results in death), the animation is laughably wooden, the backgrounds are 8-bit at best – look, it's just bad. Games are supposed to be fun and this is nothing more than a chore.

It's just so terribly designed! When you do finally crack a level you don't feel as though



► Run Prince, run. Lest you should be able to play any more. Oh hang on





▲ You'll occasionally find a flask of liquid. The flasks are colour coded. Some do nowt. Others restore energy, and thers simply kill you. Avoid these last ones at all costs.



# PERSIA 2 AND THE FLAME

► This is a stunning beach scene in which... **NOTHING HAPPENS!** What a dreadful waste of two or so screens worth of memory.

you've achieved anything – it's as though, through some kind of fluke, the control-system has behaved for once. Nothing more. Admittedly there are plenty of special pants knocking about to keep you amused, but it's not a brilliant sign when they're the only redeeming feature in the game.

I'm appalled by every aspect of *Prince Of Persia 2*. It's not just a travesty, it's a Dave Lee Travesty. It's in no way entertaining, very old looking, ten years behind its contemporaries and some of the characters have beards (a minor quibble,



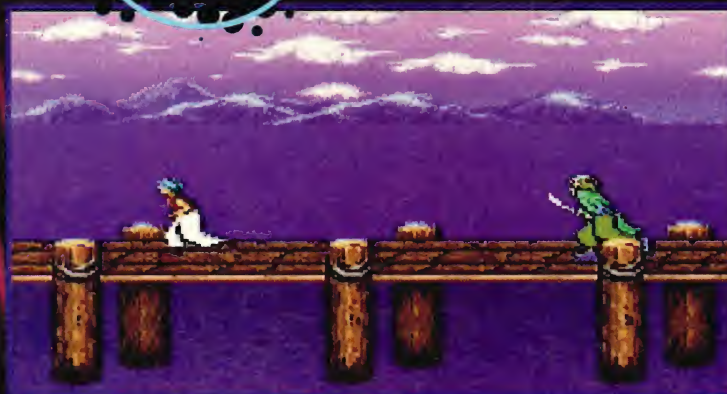
▲ **PRINCES**  
Made us laugh.  
But we didn't  
pay for it

admittedly). Radio One was infinitely more entertaining and respected when the Hairy Cornflake left and if tat like this was stamped on – by Nintendo's seemingly lax quality-control department – the platform genre would enjoy the same blessing. Worse than very poor – this is one of the worst platformers we've seen.

**T!**



be caught, get killed and not be, that doesn't sound so bad.



## GRAPHICS

The NES would be a tad embarrassed to walk down the street wearing these dismal togs. Pumpety pump.

**3**

## SOUNDS

Like living next door to an Indian restaurant and listening to the tunes through a glass on the wall.

**1**

## GAMEPLAY

Farts are more fun, even those silent ones that slip out unannounced. And they're free for goodness' sakes!

**3**

## LIFESPAN

It's tricky all right. But the challenge comes from the fact that the design is so bloody awful. Give up.

**3**

## TOTAL! JUDGEMENT

For £50 POP2 is a hideous crime. The programmers should be banned from videogames for a very long time indeed. Dump!

**TOTAL!  
SCORE**

**16**





◀ A rabbit in top hat and tails, eh? Never happened in my day, that. No.



**PLAYERS: 1**  
**DEVELOPER: TITUS**  
**PRICE: £34.99**  
**RELEASE: August**

▶ What game would be complete without a snow level? The chance to have the character slipping and sliding about always proves too tempting for programmers.



▲ One of the more intricate levels.

# WHIZZ

▶ Some nice watery effects make this level rather pleasing to the eye. Pity it's all just a green sludge.



▶ Quite a comical bit, this. When Whizz ends up in deep snow he is submerged. A tad funny, yes?



Facts of life are often difficult to accept. Too often they go straight for the jugular or whack you 'round the head with a particularly blunt instrument. And, generally, they make themselves readily available just as you think you're on top of the situation.

Evidence: *Whizz*, at first, looks like it might be the pretender to *Yoshi's* throne. A likable main character, challenging levels and a unique twist on the standard platform game engine – an isometric 3D viewpoint. But, when you strip *Whizz* down to its core elements you realise that, actually, there isn't much more on offer here than in all the other 70%-ers that have come before it. Sad, but a fact of life nonetheless.

Because, you see, secret bits and collectable power-ups are a good thing to include in a platform game as long as they don't form the main thrust of the game. In *Yoshi's* Island –

▶ Ar, walk the plank, Jim Lad or you will die a horrible death. Or something like that.

the best example of the genre – these 'platformy' things went hand-in-hand with ludicrous amounts of originality. *Whizz* does rather the opposite

and merely improves upon the aforementioned 'platformy' things. Which, whilst not likely to rewrite the genre (we'll leave that to the Japanese), does mean that platform fans are in for a bit of a treat. The only problem you'll have with *Whizz* is the control system. The rest of the game just falls nicely into place.

But, yes, that control system. Make no mistake, this takes a bit of patience. To have to push the pad to a sort of Up/Right position every time you want to move forward is a definite pain in the arse. But, in order to

progress, it's obviously something that needs to be grasped. Once you've conquered this initial problem, however, you'll soon find yourself becoming rather fond of

◀ Again a wonderfully designed level with some intriguing ideas.



**SWIZZES**  
A seen-it-all-before kind of experience.



## I Like Driving In My Car...

It's a well known fact that rabbits are lazy (or, at least, it is for the purposes of this box) so, thankfully, Whizz is given ample opportunity to refrain from using his legs in the form of copious amounts of public transport. Just get a gander at these...



▲ First up, a nice submarine ride for you. Top stuff.



▲ Now a spot of surfing through those murky waters.

▲ And this is all rather good. A boat to sail off into the sunset.



▲ And, of course, when you finish the level you get an eagerly awaited trip in a balloon. Completely ace!



▲ Get yourself comfy and make the most of the snow with a smidgen of sledging. Yep!



▶ A bit of a ride in a sky-car there.

▶ There's nothing quite like a spot of trampolining. Do it down your local sports centre this moment!



▲ Nice bit, here. The circles twirl you round.

the old Whizzster. Even though it's over a year old.

Baddies can be dispensed of by using the main character's 'twirl' which involves him spinning around to lethal effect. And once you have rid the immediate vicinity of anything from walking eggs to fire-puffing dragons, you'll be left with one of two coloured mushrooms. The first, a red one, will top up your energy and contribute points to your cause whilst the second, a blue one, will only serve to knock the stuffing out of you. In short, they aren't good for you.

The playing environments are all very nicely set out (with the 'Games

**WHIZZES**  
Hugely playable  
platforming  
capers...

Room' world the best example) and all slowly

increase in difficulty and size with enough cute touches – the bit where Whizz goes sledging immediately springs to mind – to keep the player well entertained.

And that, really, is just about that.

Aside from the fact that *Whizz* isn't likely to set the world on fire you'll find yourself, should you decide to buy the game, having a great time with it. Just don't expect anything too revolutionary because, to re-iterate, this product is still well behind the best examples of the genre.

**T!**



▲ Sadly, Whizz dies here in extreme circumstances with copious amounts of blood and gore. Great!



### GRAPHICS

Lovely levels and suitably cute sprites but the animation lacks any real excitement.

**7**

### SOUNDS

Not likely to send you searching for the soundtrack at HMV, but pleasant enough.

**7**

### GAMEPLAY

Intuitive, easy to play, humorous and the switch to isometric 3D was inspired.

**8**

### LIFESPAN

Only sixteen levels and not vastly different to what has come before, but top fun."

**7**

### TOTAL JUDGEMENT

"Well short of *Yoshi* and *DKC* but, if you're looking for something a little bit different, you could do a lot worse than *Whizz*."

**TOTAL!  
SCORE**

**80**





◀ Many of these houses can't actually be entered. Which is, y'know, a pity. Yep.



**PLAYERS: 1**  
**DEVELOPER: Acclaim**  
**PRICE: £24.99**  
**RELEASE: August**



▶ The first dragon you'll meet is this one on the second level.



# DragonHeart

It's a rarity these days to see a product specifically designed for the Game Boy. More often than not 8-bit games appear as conversions of SNES titles and



The dragon gave the prince half of his own heart and made him well again.

more often than not they turn out to be disappointing. Acclaim, however, have used their noggins a bit and

realised that if they debut their latest title on the Game Boy they have no 16-bit version to live up to. Good thinking, that.

Set against a moody world of sword and sorcery, *DragonHeart* is a strange mixture of traditional RPG and one-on-one combat. The player takes on the role of young knight Bowen who must find the last dragon, Draco, in order to destroy the evil King Einon.

To progress through the game

▼ The woodland areas play a little like a maze. Much exploration to be done.



◀ Each building has people inside to talk to.

you must interact with as many

people as possible, some of whom will fancy their chances a bit in the old swordfight department, but most of whom will be of some help in locating Draco (which becomes the first objective in the game). Useful bits of info can be gained from conversations even if sometimes they border on the surreal (one lady gets all worked up over a turnip patch!).

Exploring the playing environments isn't too tricky as *DragonHeart* uses the tried and tested first-person view where you move forward in "blocks" and turn at 90° angles. This way of viewing the game, though, does tend to become a little frus-

trating after a while. Too often you're just walking around unable to find anyone or anything of real interest.

Yet, minor quibbles aside, *DragonHeart* does prove to



▲ There's plenty to see in the taverns of the town. Atko even pops up. Oh yes.



◀ Some of the conversations you will have with the people of the town are mildly amusing.

be worthwhile. It lacks a little attention to detail and maybe it

could have done without the, frankly, pretty

poor fight scenes but, overall, it makes a pleasant change from the dross that has been seeping

onto the Game Boy over the past few months and shows that with a little care and thought 8-bit games can more than hold their own.

TIM.

T!

## GRAPHICS

Top grade looks considering it's 8-bit. A little samey but generally very impressive.

8

## SOUNDS

The main tune starts grating after a couple of minutes and the sound FX are poor.

6

## GAMEPLAY

Takes a little time to get into but the control system is extremely well thought out.

8

## LIFESPAN

Should last you a decent amount of time. Tons to see and do and plenty of variety.

8

## TOTAL! JUDGEMENT

Finally, a Game Boy title that offers originality and thoughtfulness. Should renew your faith in the 8-bit machine.

**TOTAL! SCORE**

82



**PLAYERS:** 1  
**DEVELOPER:** Infogrames  
**PRICE:** £24.99  
**RELEASE:** August

**W**hilst on holiday in Switzerland with his 'companion' Captain Haddock, Tintin discovers that his friend, Chang, has crash landed in the Himalayas. Cue a quick flight to Katmandu and an unexpected



◀ This could have been an inventive and interesting platformer, but the programmers appear to have little or no imagination. Huff puff.

# Tintin in Tibet

amount of heroism from a lad of such young years.

But, of course, Tintin is a brave soul and, luckily enough, he's ready to risk life and limb in a journey through fourteen levels of, well, running really. Because what you quickly come to realise about *Tintin* on the Game Boy is that it's little more than a bit of finger exercise.

Whereas the SNES version managed to squeeze a little variation into proceedings, the Game Boy has only allowed for some left-to-right jogging and frequent jumping of gaps. And what's fun about that?

▲ On this bonus round you have to stare each other out.

There really is little more to *Tintin* than that. There are three difficulty settings – which are included, supposedly, to add some sort of longevity – although you'll quickly come to the conclusion that the easiest

setting is considerably harder and more frustrating than it's got any right to be.

Graphically, it's not too bad and the music's better than you'd expect but gameplay counts 'round these parts and, unfortunately, *Tintin* is about as playable as Captain Haddock's haddock. I mean, in this age of gaming, who still wants to have to avoid stones being lobbed from passing trains? Tsk. It's just old hat, isn't it? Still, not to worry.

▼ Yes, we found the secret levitate-over-a-pie level and no it wasn't very good at all.

▼ **FATS**  
... It's just all a bit dull.

▲ **KATS**  
Technically not that bad...



▲ They've made a vague effort to include some variety, but we've seen it all before.



► He never was a pretty character, was he? His face looks like it's been fashioned into a cookie by a small child.

► Standard Game Boy fodder I'm afraid.



## GRAPHICS

Nicely drawn sprites and detailed backgrounds, but nothing to write home about.

7

## SOUNDS

Actually a rather pleasant and suitably fitting main tune. And the sound FX aren't bad.

8

## GAMEPLAY

A real duffer. Awkward, frustrating and as pleasing to play with as Snowy's crap.

5

## LIFESPAN

Too linear a game to offer any lasting appeal. Okay for an afternoon though.

5

## TOTAL! JUDGEMENT

"A nice idea – at least there's a story behind it – but, ultimately, this is duller than your Maths teacher. Avoid."

**TOTAL! SCORE**

58



**DO  
YOU  
WANT  
MORE  
MINUTE  
G4?**



follow the pad





**THEN YOU WANT**



# **64 fan**



**Europe's First Nintendo64 Magazine**





IN ISSUE ALPHA



Get another perspective...

# PILOT WINGS 64

The sequel with  
real altitude

**REVIEWED!**

## SUPER MARIO 64

The BIGGEST guide! Find all 120 stars  
and Yoshi in the best game EVER!



## REV LIMIT

Ridge Racer for the 64-bit  
generation? The hottest shots!



## DORAEMON

The NEXT Super Mario 64? The cute  
atomic cat exposed in this issue!



**PLUS!**

Mario Kart 64, Wave Race 64,  
Kirby's Air Ride, Wonder  
Project J2 AND all the hottest  
N64 news and views!

64fan

100%  
For Next  
Generation  
Nintendo-  
Heads



ONLY

CLAYMES  
ON SALE  
THURS  
29  
AUG  
47





# Letters



There's a complete and utter psycho. Oh, and there's Stuart Pearce as well. Ha, funny, eh? No, I know it wasn't. Still, it's managed to fill up this gap hasn't it? Top!

Ah, so much to talk about in so little time. If only our letters page was 84 pages long then we'd be able to answer everybody who writes in. Oh, but that's the whole mag isn't it? Oh well, better stick to four pages then. Keep writing in though won't you?

Lots of letters this month about Nintendo's decision to delay the N64. And generally you lot were far from pleased. So, as they say, onward...

## Annoyed?

**Dear TOTAL!**

I knew it was too good to be true. All this talk of November. Although I wanted to believe it, I had a nagging suspicion that we'd be waiting longer. But not 'til bloody Easter! What the hell are Nintendo playing at? Do they think that we don't care either way, here in the UK, whether they release the machine or not? I've always been positive about what Nintendo do but I have to admit that, now, £199 for the PlayStation seems very reasonable..

**Simon Cousins, Axbridge.**

**Dear TOTAL!**

I do sometimes wonder whether Nintendo regard us British as only half as important as the rest of the world. First, they promise us that the N64 will hit our shores in June, then it's September, then it's November and now it's Easter. Next it'll be some time in the next century.

PlayStations at £199? That's more like it and they're already over here.

**Jonathan Ray, Exeter.**

**Dear Simon and Jonathan,**

We had absolutely bags full of mail on this subject so let me address it once and for all. It is, naturally, disappointing that the N64 won't be making an appearance this year especially considering what was said at E3 a couple of months back (to the contrary).

## Star Letter

**Dear TOTAL!**

There's bound to be disappointment over the N64 delay but it was hardly what you'd call an 'out-of-the-blue' decision, was it? And people seem to forget that it was the same when the PlayStation first emerged. That too was delayed about ten months between its Japanese and British release

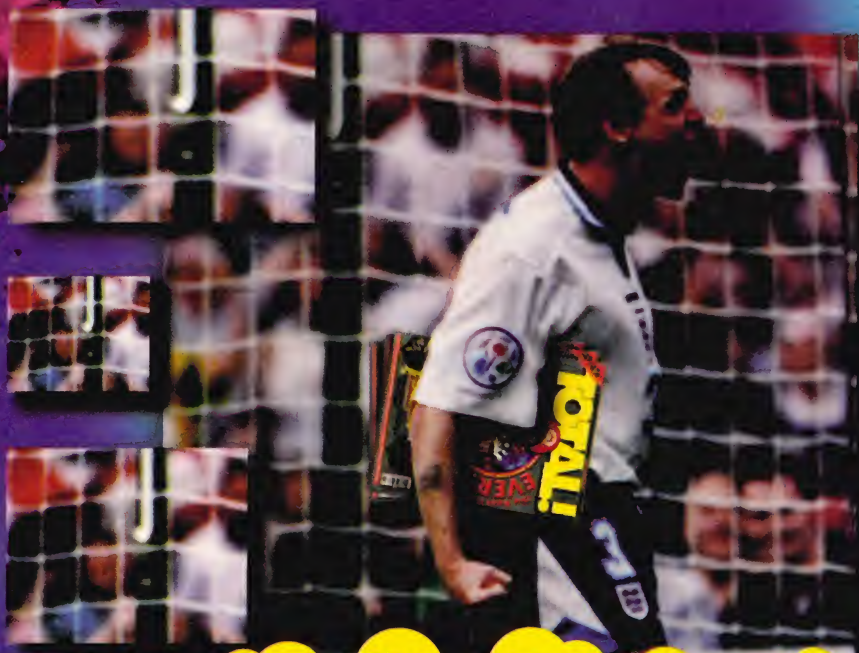
dates and the sales figures of that machine proved that people weren't too affected by it either. The problem with the N64 is that it's been hyped up for so long that any delay is bound to upset games players. It also doesn't help that it's the most superior console on Earth offering up some of the finest release ever seen because, again, that raises expectations further.

**Ian Jennings, Dursley.**

**Dear Ian,**

Some excellent arguments there, Ian. You were one of only a handful of people this month who managed to grasp the reasoning behind the N64's plight. A copy of *Toy Story* on the SNES will be winding its way to sunny Dursley.

**ATKO.**



## Famous TOTAL! Readers

Good old Psycho. He knows when he's pleased, does he not? And, boy, was he pleased when he realised that the new copy of TOTAL! was out. Of course, we wouldn't normally advise our readers to hold their copies in such a lax fashion – they could easily fall out and muddy themselves, see? – but we wouldn't fancy telling Stuart to refrain from such activities as he might start foaming at the mouth or speaking in his strange mixture of Cockney and Martian.







**Well, here we are again. Just you, me and my latest ludicrous haircut. Oh, if you've anything short that you want to show off just send it in an envelope to me. Top.**

Euro Championship

**Dear Atko,**

It's great to see you back. One thing though, are you really as bossy as Tim makes you out to be?

**Lisa Godhert, Henley.**

**Dear Lisa,**

Of course I'm not. Since I've become Editor, TOTAL! has been a picture of happiness. We all get on like a house on fire. Although I think you might have been getting TOTAL!'s team a little mixed up. There's no one here by the name of Tim (well, not since I kicked his sorry little arse out of the office door there isn't).

**ATKO**

**Dear Atko,**

What will be the next batch of titles coming out on the N64?

**Dan Griffin, Bradford.**

**Dear Dan,**

According to our sources in America you can expect Wave Race 64, Star Wars: Shadows Of The



Empire, Body Harvest, TetrisPhear and Cruis'n USA. All these will be out on (or around) September 30. In October and November expect GoldenEye

But, specific release dates were never set for the UK and Europe whereas Japan and America were both given times at which to expect the machine so, arguably, you could say that the delay wasn't altogether unexpected. It is a pity, yes, and we at TOTAL! are luckier than most as we already have a machine, but this decision has been made and now it's just a case of sitting back and waiting (and, if it's any consolation, the N64 really is worth waiting for).

As for seriously considering a PlayStation, well, that's exactly what Sony would want you to do. It is, of course, your choice as to what machine you wish to spend your money on. But, let me say that, if you do buy a PlayStation, come next Easter, you'll probably feel a tad on the gutted side.

**ATKO**

## Are You Crazy?

**Dear TOTAL!,**

As unbelievable as Mario 64 undoubtedly is, I just can't see the point in giving it 100%. That means that if another game comes along and is better than Mario you'll absolutely have to give it over 100% and that defeats the point of your scoring system.

**Oliver Narding, Tyne and Wear.**

**Dear Oliver,**

Quite simply, Mario 64 is the best game any of us have ever played on any system and we

figured that if we felt it was faultless – which it is – the game deserved the corresponding mark. 100% means the game will not be equalled and, as far as we can tell from the software currently in development, it will remain that way for at least the next couple of years if not longer. If a game does come along that is

better than Mario 64 we'll eat our words and

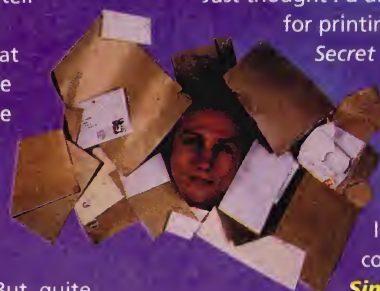
admit that we were

wrong. But, quite honestly, we just don't see that happening for a very, very long time. And for now, Super Mario 64 simply cannot be bettered.

Simple as that. The sequel may be an improvement, and if so, it'll also be worth 100%.

Of course people are going to disagree with us, but wouldn't life be ever so dull if we all thought the same thing?

**ATKO.**



## Thanks...

**Dear TOTAL!,**

Just thought I'd drop you a line to thank you for printing your superb guide to Secret Of Evermore. I've had the game for several months, but I was hopelessly stuck. Your guide was well written and very detailed, breathing new life into a game that was collecting dust.

**Simon Spelling,**

**Christchurch.**

**Dear Simon,**

Thank you. It's letters like yours that make our job worthwhile. We've always been serious about being the best when it comes to tips and, in recent months, I think you'll agree that we've gone from strength to strength. And as from this month we have a new tipster, Zy Nicholson from out of Super Play who's just brrriiiiiiiiiiaaannnt! Enjoy.

**ATKO.**

## 'Zine Scene

**New for this month, 'Zine Scene in which we cast our analytical eye over the latest offerings from you the reader...**

**The Info**

Entitled 'The Nintendo Fanzine' (unsurprisingly enough) and put together by Gareth Fullarton from Glasgow, this, month's best fanzine offering, is an entertaining mix of news and reviews with fairly detailed features on Project Atlantis, the Nintendo 64 and Mario 64.

**TOTAL! Says...**

Considering the restrictions he obviously faces, Gareth has done a top job with his fanzine. The feature on Mario, especially, is well thought out and intelligent and if the reviews section is a little bit, well, 'old' then we'll forgive him because the rest of it is a worthwhile, well put together effort. Keep up the good work, Gareth.

**The Address**

For further info, write to 50, Stamperland Hill, Clarkston, Glasgow, G76 8AF. Now!

**If you have a fanzine you would like us to review, then send it to 'Zine Scene at the normal address...**





007, *Super Mario Kart R*, *Killer Instinct 64* and possibly a "surprise" (i.e. *Donkey Kong Country 64*). All very interesting, I

think you'll agree.

**ATKO.**

**Dear Atko,**

It was a shame to see Rob go. What's he doing now?

**Adam Millington, Dover.**

**Dear Adam,**

Rob jumped ship a couple of month's ago (apparently he was just too heavy for the

cargo bay) to become the big cheese on the Official PlayStation Mag here at Future. We occasionally see him – obviously it's hard to miss him these days – and he's always pleasant to us although now he's convinced that the PlayStation is 'it'. Poor old Peggers, must be all that sea salt...

**ATKO.**

**Dear Atko,**

I am particularly interested in old games and have picked up *Jimmy Connors' Tennis* and *StarFox* recently for around a fiver each. I was wondering, therefore, whether you may soon be doing a feature on classic old games. This would be extremely useful to me as I'm sure it would be to other SNES owners who have a liking for older titles. How about a round-up of the top 100 SNES games ever together with a cheat for each and a chance

to win each of the titles? Go on, I'll be your best friend and everyfink!

**Thomas Burndon, Okehampton.**

**Dear Thomas,**

We have had a good few letters from people, like yourself, who are still playing away at more aged games. Quite honestly, it is something we've been considering for some time now, but we weren't sure if there would be sufficient interest. If, however, anyone else would like to see a feature along these lines write in and let us know. In fact, how about making it a reader feature where a bunch of you write a mini review of your favourite SNES game and include your favourite cheat? As for a competition offering stacks of classic SNES games, you may just be in for a pleasant surprise in the very next issue of the Nintendo bible that we call TOTAL!

## Tim's Temper Tantrum

**Dear TIM,**

What the hell are you talking about? 100% for *Mario 64*?! You've got to be joking haven't you? I've played it and I can honestly say it's a pile of old pants.

**Chris Simmons, Aberdeen**

**SIMMONS!**

A pile of old pants? Want to come to Bath and repeat that? No, you're GODDAMN right you don't because if you did I'd shove my fist so far down your throat you'd be eating out your butt for two weeks! WAKE UP and smell the coffee, Simmons! *Mario 64* is the best videogame in the world. FACT. Now, BUGGER OFF out of my life you PETITE PUTZ.

**Tim**

**Dear TIM,**

I recently paid a visit to my local importer and he told me that he'd be selling N64's for

£20,000. At that price, Nintendo can forget it. I'm getting a PlayStation.

**David Johnson, Cambridge**

**JOHNSON!**

Who was this retailer? Robert Maxwell? Where have you been for the last five months? The rainforests? The Himalayas? Camp David? 20 grand for an N64? And you believed him? BUGGER OFF dillon and don't come back until you've had a brain transplant (and even then don't come back).

**Tim**

**Dear TIM,**

Is it right that Sony and Nintendo will be jointly developing a super console? My friend told me so, so it just has to be true. What have you heard and how powerful will it be? Tell all this minute...

**Harry Gracedon, Belfast**

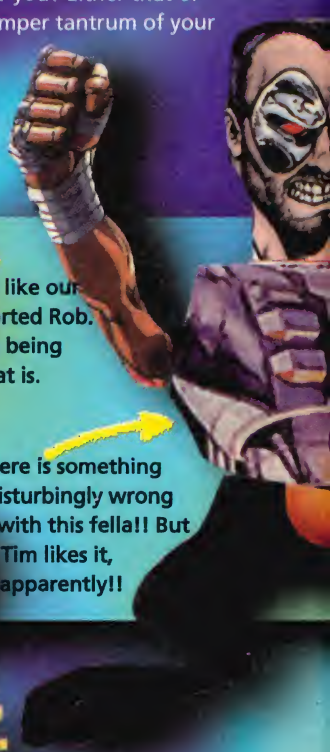
**GRACEDON!**

My friend told me so? Well, my friend told me he had found a secret porthole to the ninth dimension under his bed but do you think I believed him? Of course, I GODDAMN didn't. Sony and Nintendo teaming up? If you come within a ten mile radius of me my fist and your face will be teaming up! Rearrange these words into a popular sentence: OFF SOD! Is that too hard for you? Either that or write back to me in a temper tantrum of your own. IDIOT!



Looks a little like our dearly departed Rob. Apart from being too thin that is.

There is something disturbingly wrong with this fella!! But Tim likes it, apparently!!







# Dear Debs...

Future Publishing,  
30 Monmouth  
Street Bath,  
Somerset BA1 2DL



**You lot are getting good at this. So, will there be any software given out? Read on...**

**Dear Debs,**

What song do the words, "When I find myself in times of trouble..." come from and which group performed it?

**Todd Ainsley, London**

**Dear Todd,**

Unfortunately for you, Todd, one of my favourite groups is The Beatles and the song in question is 'Let It Be'. Oh dear.

**Debs**

**Dear Debs,**

Who wrote the novel 'Metamorphosis' and who developed it for the stage?

**Amy Tang, Manchester**

**Dear Amy,**

Sorry but I've got the whole stock of Waterstones memorised so this question is not really much of a teaser.

Franz Kafka (1883 - 1924) wrote the original novel and famed playwright and actor Steven Berkoff penned the play. Too easy.

**Debs**

**Dear Debs,**

Who was the first ruler of the Philippines when it became a Republic?

**Tony Endley, Rutworth**

**Dear Tony,**

Far too easy. It was Manuel A Roxas in 1946. Nice question though. It had me floundering for a while, but once I delved into my deepest reserves of knowledge it wasn't really a problem. Bye for now.

**Debs**

## Hazel Says



If what I'm hearing this month is correct we can very much expect Wipeout 64. The original I enjoyed very much - although gameplay-wise it wasn't top notch - and the analogue joystick should make the playing experience a darn sight better. Certainly, it will be proof that the biggest of games are most definitely heading for the N64. Anyone seen my Shake and Vac (because, if you use it right, it puts the freshness back). Oh, and my Jif, has anyone seen that lying about? It needs a bit of a clean in here.

## Next month

Getting better, people. Test me further with your gems of unmatched knowledge next month. See ya, then!



## Atko's Tip

Get your Staff Writer to wangle preview copies of decent films such as *The Usual Suspects* then remove them from the office, escort them to your home and pretend you wouldn't have the first idea where they've walked off to. Works, it does.



## PG's Tip

Wibble on all day about how talented you think Lisa l'Anson is. Go on and on about her being, "my type of woman," only to break once in a while to proclaim, "Lisa l'Anson will be mine, oh yes, she will be mine! She's lovely!"

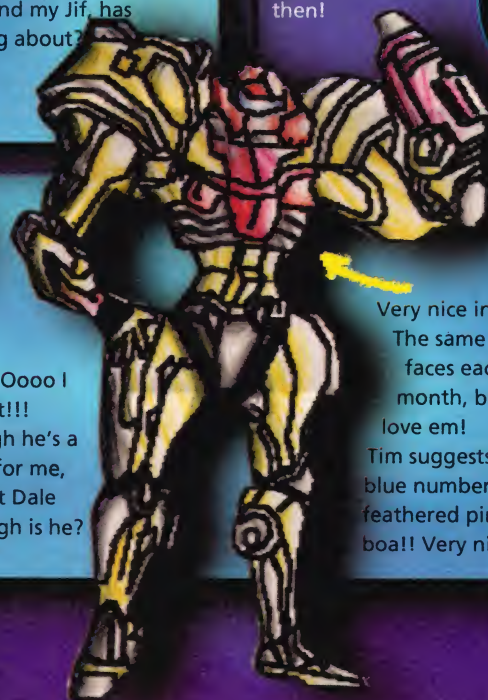


## Chris's Tip

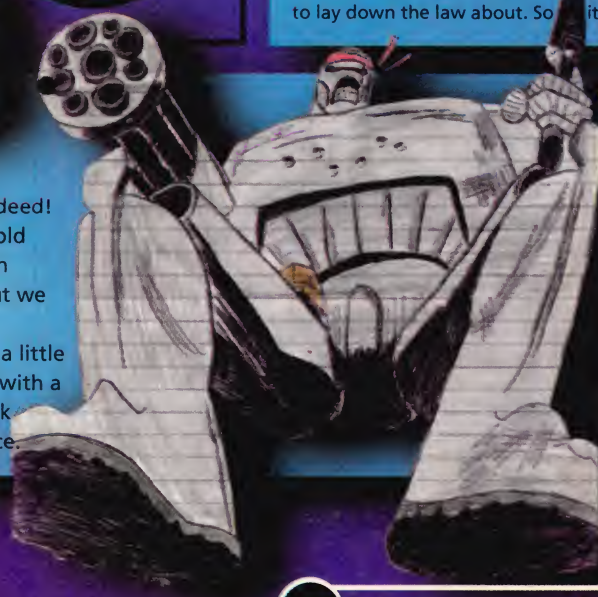
Not be particularly bothered by anything - whether it involves videos or not - but kick up a bit of a stink if the local food place doesn't have cheesy pasta bake. Now, that really is something to lay down the law about. So, what, won't you?



TIM: "Oooo I Love It!!!  
Though he's a bit masculine for me, Oooo he's not Dale Winton though is he? Nice thighs!!"



Very nice indeed!  
The same old faces each month, but we love em!  
Tim suggests a little blue number with a feathered pink boa!! Very nice.



Big bloke big weapon, pink bandana naturally. Tim loves it a lot!



# Gamefreak

By Mr Tony

They say that you can't keep a good man down. Well, you can't keep a Gamefreak down either – following the tearful passing of sister mag Super Play, he's jumped aboard the good ship TOTAL! for mucho Q&A-related meanderings. If there's anything you want to know about the world of Nintendo-related gaming, here's where you'll find the most authoritative answers.



## From Sweet N. Innocent, Somewheresville:

**Q** What other beat-'em-ups are coming to the N64?

**A** *Ultra Combat* is the only one we haven't yet covered in these pages. More soon.

**Q** Are they going to be any good?

**A** I've heard a rumour that it's a bit whiffy, so don't get your hopes up.

**Q** Which one's going to have the most gore, and the most realistic sounds of people screaming in excruciating pain?

**A** What? What do you think this is, NMS? Surely gameplay should be first on your agenda? Damn your eyes, infidel.

## From Tekin Suleyman, Forest Hill, London:

**Q** Is the only difference between a PAL and an NTSC signal the frequency?

**A** Yuss.

**Q** Will a TV that can display a converted UK SNES at 60Hz be able to display an import N64, or is there a chance that it may only display in black-and-white?

**A** You need a multi-standard TV to use an imported N64. Most new Sony models should be able to hack it.

**Q** What means of connection do import machines use, Scart or RGG? And what is RGB?

**A** You can't use an imported machine with a 21-pin Scart socket standard, but there's a company called Megamix offering conversions at the moment (give 'em a bell on 01732 351220). RGB stands for Red, Green, Blue. Essentially it means that the picture signal is being split in to its three base components and, ultimately, it means a much better display.

**Q** A Japanese or US SNES can be converted to run at both 50Hz and 60Hz – can an import N64 be modified similarly? (I'd like to be able to use UK games to save paying £100 a time).

**A** In theory I'd imagine so, yes. As far as I know, no-one's yet attempted to do it, though. Shame that.

**Q** You own a PlayStation, don't you?

**A** Er, what sort of question's that? No, I don't own a PlayStation. But I use my mate's for

cleaning the soles of my shoes with when I've stepped in something icky.

## From Pat Shields, Newry, Co. Down:

**Q** If I were to buy Japanese N64 games, would all the instructions and text be in Japanese? Or should I stick to US games?

**A** Yes, you'll have a bit of a frustrating time of it with Jap carts, I'm afraid. *Super Mario 64*'s quite playable in its Japanese incarnation, but you'll find yourself picking it up a bit more slowly than if you were a native. If you're feeling unadventurous, best stick with US or UK carts.

**Q** What's a step-down transformer, and where can I get one?

**A** A step-down transformer is a device that converts the UK power signal from 240 volts to 110 volts. Your local branch of Tandy should be able to sort you out with one.

**Q** As stupid as this sounds, will programmers use some extra storage space to let us have more than six characters when entering names?

**A** Um... yeah, it does sound rather daft, actually. It's got now to do with extra storage space, simply consideration for the player on the part of the developer.

**Q** Is the N64 controller comfortable? Is it heavy?

**A** Ooh, it's about as comfortable as a particularly snug hammock – even my ape-like hands have no trouble with it. I don't have any scales to hand, but I'd say that it's not particularly heavy, no.

**Q** Will the four 'view' buttons be used as regular attack buttons in games like *Ki64*?

**A** Oh yes indeedy, squire.

**Q** Will I be guaranteed that all games will run at full speed, at full size on an import machine?

**A** I'll stake my reputation as the most knowledgeable Nintendo-head in the known universe upon it.

**Q** I was mildly irritated by the addition of 'Super' to every other SNES game title – will the '64' be equally evident on N64 games?

**A** Yeah, the trend's already been set – it's too late for us all!  
Waaaaagggggghhhh!



## From Chris Wiseman, Halifax:

**Q** I have a friend who goes to the US a lot and I am thinking about asking him to get a Nintendo 64 and four games. Will customs tax me for bringing a US N64 into this country, and if so, exactly how much?

**A** Yes, they'll be looking to sting you, but I couldn't say by how much.

**Q** Will UK N64 joypads and other UK accessories work on a US N64?

**A** It's not presently clear, although the last report I heard said that, yes, this will definitely be the case. The truth is, we won't actually know until the official UK model turns up for our appraisal.



# Daydreaming

**Do you ever wonder what your ideal game would be like? Well, here's the forum where you can tell the world about it. If your dreams impress us enough, we'll send you some Nintendo-related stuff. Deal? Deal. We'll start off gently with just two efforts.**

The first dream this month comes from **Pat Shields of Newry, Co. Down:**

'I'd like to see *Shadowrun 64*. I've just got *Shadowrun* on the SNES, and every time I play it I think of how great a '64' version would be. It'd have totally interactive scenery, a choice of characters, a really involving plot, the chance to name your character (as I hate names like Jake Armitage and Conrad Hart), and no penalties for shooting innocents – a selling point in itself, I think. Oh, and no duplication of characters' faces – there's a million Busy Men in SNES *Shadowrun*. Oh, one last thing: the option to name every character in the game (er, although that's maybe a bit hopeful).'

Totally interactive scenery, huh? What, you could go into a bar and smash it right up and stuff? Yeah, not bad. **Richard Melville of St. Thomas, Exeter**, is next up:

'With the N64 now released, I'd like to see a game which takes full advantage of 3D. Picture, if you can, a

3D version of the C64 classic *Wizball* mixed with *Marble Madness*-style courses which are in the sky. As you progressed through the courses, which feature ramps, tilting see-saws and *PilotWings 64*-style thermal currents, you would progress from being a grounded golf ball to a full-size bouncy beach ball controlled with the N64 stick. Each ball would be personified with facial features and have its own characteristics – the golf ball would be fast but couldn't bounce, for example; the bowling ball would be slow but could not be burst; and the beach ball would be fast and light, but would require several 360° twists of the stick to pump it back to its normal size once it started to deflate.'

Personally I found *Wizball* to be one of the most overrated games of all time, but I love *Marble Madness*, so I've got to give you some credit for recognising its greatness.

Keep the daydreams rolling in, people...

**Q** How will I get the US N64 repaired if it breaks, as the guarantee will be for America? Will the UK branch of Nintendo fix it for me?

**A** No, the UK branch of Nintendo (or rather their official distributors, THE Games) will tell you to bog off. You might be able to get something sorted through an importer, but they'll probably charge you an arm and a leg.

**Q** How much do US N64 games and accessories cost in dollars?

**A** These figures aren't set in stone but you should be looking at games ranging between \$49.95 and \$79.95, controllers at \$29.95 and memory packs at \$9.95.

**From Simon Brown, Co. Antrim:**

**Q** What does Shigeru 'Mario' Miyamoto do when producing a game? I mean, does he create characters, maps, controls, or program?

**A** Nowadays he plays very much a supervisory role. In the development of games such as *Super Mario Bros.* he took a hand in the nuts-and-bolts side of the design, but he's involved in so many projects now that it's no longer practical. That's power for you.

**Q** I'd like to get a job like his, but what should I do in school for 'A' levels? I'm thinking Art, Computers and Technology. Since I am in good ol' Norn Iron is there anywhere like DMA or Rare near, where I can get a job?

**A** Yeah, your choices sound pretty sensible. (Although bear in mind that lucky breaks and persistence are just as valuable as qualifications in getting your foot in the door of the

industry). I'm not aware of any big-name publishers near where you live, so you may have to consider leaving the dear old Emerald Isle. It's worth it though.

**From Richard Melville, Exeter, Devon:**

**Q** In SP46 you featured the Famicom Turbo device which allows smaller and cheaper carts to be made. I believe this is a similar

concept to what Code Masters did with the NES, which Nintendo wasn't happy about. How come Bandai are allowed then?

**A** Bandai are allowed because they consulted Nintendo before bringing the product to market – Code Masters did their usual

trick of doing whatever the heck they like, whenever the heck they like.

**Q** Although I own *SFZ* and play it a great deal, I'm concerned that the *SF* series is bending towards the SNK style of design, with *SFZ* looking like *Art Of Fighting*. What do you think?

**A** I enjoy *Street Fighter Zero* and *SF Zero 2* very much, so it's difficult for me to knock Capcom's efforts of late. But, yep, I've got to say that I want to see a 3D Capcom beat-'em-up. The latest I've heard on the grape vine is that they'll be showing an early version of such a thing on the N64 at the Shoshinkai show in November.

**Q** Veteran game musician Chris Hülsbeck has recently finished some great tracks for a couple of PSX games from Ocean. Any chance of his talent crossing to the N64?

**A** Chris has been working with Neon on

*Tunnel B1* and, yes, he'll definitely be working with them and *Turrican* creators Factor 5 if they get N64 development licenses.

**Q** As Square are not officially developing any N64 games yet, I thought they would translate *Secret Of Mana 2* for the US, as they don't have a huge number of titles lined up – am I just being hopeful?

**A** Rich, mate, I think you're just being too hopeful.

**From Alex, Maidenhead:**

**Q** Natsume is one of my favourite SNES producers. What games have they got currently in production? A version of *Wild Guns 2* perhaps?

**A** Natsume appear to be going through something of a lean period at the moment, with no games appearing for a while. Perhaps they're gearing up for a big N64 title. Then again, perhaps not.

**Q** Is *Puzzle Bobble 2* coming to the SNES?

**A** It's not planned, and I wouldn't be holding any breath for it.

**Q** Has *PC Kid 2* been released in Japan yet?

**A** Yeah, it came out a while ago. I've not actually seen it, but I know it's at least as nuttso as the first game.



## NEED HELP?

Send your questions and queries to the following address NOW!

**Mr Tony's Gamefreak TOTAL!**  
**Future Publishing**  
**30 Monmouth Street**  
**Bath**  
**BA1 2BW**



# Look At TOTAL! This Way



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...to TOTAL! you could probably buy yourself a car with the money you save. You save on 13 trips to the newsagents (that's £366 saved on shoes this year). No need for clothes (that's another £725). You aren't tempted by confectionery (another saving of £542 per annum). No need to warm up in front of the fire when you get in (heating bills of approximately £41 per year). A grand total of £2,042 saved by subscribing to TOTAL! for just one year. Taking into account inflation that's a saving of approximately £12,950 spread over the 52 issues of TOTAL! so far – coincidentally the price of a brand new Alfa Romeo 145. I bet you feel sick now you know the facts, don't you? If only you'd shelled out the paltry sum of £32.50 (the price of a replacement lockable petrol cap for the Romeo). Well now you know, do something about it.

### Go on then, what do I have to do?

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### Here's a few we made earlier

Missed a copy of TOTAL!? Bit stupid, wasn't it? Don't worry, we've got a few knocking about that you can have. Purchase if you will. They're a bargain at £3 each, ridiculously cheap at 2 for £5 and embarrassingly inexpensive at 3 for £7.

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TOT47: Colourful cartoon capers with Yoshi, Hebereke and Bomberman.

TOT48: Earthworm Jim 2 exclusives and cover.

TOT49: Micro Machines 2 cover (classy but overly busy).

TOT50: Brilliant Mario cover. And brilliant collectors issue.

It'll be worth a fortune one day.

TOT51: Best ever characters' cover.

TOT52: Best cover yet, best issue ever.

TOT53: Killer Instinct review, Toy Story tips.

TOT54: Super Mario RPG review, Secret Of Evermore tips.

TOT55: N64 exclusives, Star Kirby: Super Deluxe reviewed.

TOT56: Massive 40-page Nintendo 64 feature including masses of shots of PilotWings 64, Super Mario 64 and dozens of others. Plus all the usual stuff.

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### Day One

We arrived at our Bed and Breakfast in the Yorkshire Dales at about 5.20 in the evening after a long journey from sunny Bath. Atko's Citroen 2CV just about made it up the motorway in one piece. Indeed, the only problem came when his door fell off at a service station in Birmingham. Still, it's amazing what you can do with a bit of Pritt Stick and some spit, is it not?

The B & B was run by a young man, Mr Bates, who was pleasant enough (in an old fashioned kind of way) and our lodgings were very comfortable except for the bathroom which was decorated in a rather strange red speckled effect.

That evening we popped down to the village of East Proctor. It was all very pretty and after a short walk we decided to stop for a bit at the local pub, The Slaughtered Lamb. It was a very quaint little place with some original local decor (candles, pentangles drawn on the

heavily and the roads in the village were pretty much deserted so we assumed that the only sign of life would be in the pub.

Inside, it wasn't as busy as it had been the previous night, but there were a couple of locals drinking at the bar. "What do you lads want?" asked the loud one from before.

"We were wondering whether you might be doing any food today," I said looking towards the Land Lady. She didn't look too pleased to see us.

"We don't do food, lads, like I told you that last night..."

"What, not at all?"

queried Atko,

looking

towards the

dart player

in the

corner.

He

played



in the rain behind the bus shelter. He had been in the pub the previous night. "Listen, lads. Leave. Go home. You don't want to be staying here. Especially not at the Bates B & B. Have you not heard about him? Has he told you about his mother?" We all nodded. "Have you actually seen her?"

"No," replied Atko, "but she sounds nice enough."

"He has no mother. He's a Grade A nutball. He's got a bread knife - a massive bread knife - and he'll get it out the drawer and, as soon as your back is turned, he'll..."

"That's ENOUGH!" boomed a voice from behind us. We turned round to see the loud one from the pub.

"That's enough", he repeated.

We looked round to the other

man who had already started

to turn and run. The loud one

returned to the pub.

"What's going on here?"

queried Atko.

"I don't know," replied

Chris, "but I sure don't like it. This place is Weirdsville, USA."

It didn't take too long a discussion to realise that these people wanted us out of their village. And that we weren't exactly welcome 'round these parts. So, after a quick

# That Was The Month That Was... Tim's Holiday Diary

walls) and a collection of interesting villagers (as-yet-to-be discovered comedians, pyscho dart players etc).

However, the pub didn't do any hot food and their tea wasn't too impressive either so we decided it might be time to leave. "Stay off the moors, lads", advised one of the villagers. "And beware the moon!"

So, we returned to the B & B, still more than a little peckish, and spotted Mr Bates carrying a couple of black dustbin bags and a spade out into the forest behind the house. "What do you think he's doing?" asked Chris.

"It's obvious, isn't it?" contributed Atko, "he's taking his rubbish down to the local Council dump..."

Chris became confused: "What? In the forest? And what's he need the spade for?"

### Day Two

The next morning we had breakfast with Mr Bates. "My mother made the breakfast", he told us. "It's milk and sandwiches". His mother, apparently, lived upstairs and "hardly comes out of her room. But she's down in Room number one this morning cleaning up the bathroom. Someone made a mess in there last night."

After breakfast, we took in some of the local countryside before popping back to East Proctor. By this time it was raining quite

another shot.

"No", continued the Land Lady. "We do no food here lads."

"Not even Roast Beef?"

A dull thud came from the corner of the pub. We all looked 'round and saw the dart player, standing, staring at the board. To the side of it was the dart, wedged in the wall. Slowly he turned round and gazed at Atko. "I missed my board. You made me miss my board. I haven't missed that board in fifteen years. My board-accuracy record is ruined."

"Oh. I'm sorry".

"Coming in here and talking about Roast Beef, making me miss my board. I think you better leave, lads..."

Outside it was still raining so we took cover beneath a bus shelter. "Well, they're not overly friendly here, are they?" said Atko.

"I'm not surprised with a hairstyle like yours," wagered Chris. Then, from behind us came a voice. Quietly at first and then more aggressive in tone.

"Lads..." We all looked round. A man stood

discussion we decided to evacuate pretty damn quickly. And, anyway, Mr Bates (or Norm as he wanted us to call him) was getting just a little too friendly.

On returning to the B & B, we quickly packed our bags and loaded them into Atko's 2CV. Then, I noticed something. "Atko... take a look at the tyres..." We all looked down to see that the tyres had been slashed... with a bread knife... (they were covered in crumbs).

"What the hell...?" muttered Atko. A noise echoed from the forest behind us. Then again. This time we were able to hear it more clearly. It sounded... like a scream. "What the hell...?" said Atko. Another scream rang out. "What the hell...?" whispered Atko. Then, Mr Bates appeared from the forest. "What the hell...?" added Atko for good measure.

"Hello, lads," said Mr Bates. We looked at his shirt. It looked like he had stained it in red paint. "I was just taking my guests into the forest. Ha, ha, ha, ha, ha, ha, ha, ha, ha..."

**TO BE CONTINUED... MAYBE...**

**Quick Compo**

What happens next? Tim's gone dribbling mad all over his face so won't be able to complete this tale next month so one of you lot is going to have to do it. Simply send in an appropriate ending of around 400 words, that is in some way Nintendo related, to the usual address. The best one will be published on this page and the winner will receive a radio controlled car and submarine.

Apr

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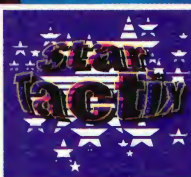
Nov

Dec



# Total! Tactix

Tactix has just become better than ever with the arrival of the country's top Nintendo tipster, Zy Nicholson. The ex-Super Play know-it-all will be tipping for TOTAL! from now on. Hoorah!



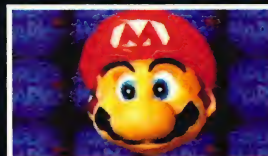
As has become a habit, we're giving a 'Hazel says...' T-shirt to the lucky person who sends us a decent cheat, tip or whatever. This month's winner is

Wilhelm Overstaum of Berlin for his bizarre Mario 64 discovery. The Question is, why isn't he reading the German version of TOTAL!? Ah well, enjoy the T-shirt Herr Overstaum.



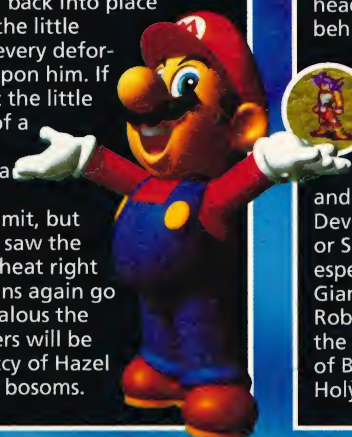
## SUPER MARIO 64 (100%, issue 57)

If you're the proud (and rare) owner of an import Nintendo 64 then no doubt you've already discovered how to manipulate Mario's head on the title screen. If you haven't, shame on you – it's been mentioned in just about every TV and magazine preview for the past six months. Basically, you can move the glove over his facial features and then pinch at them with the A button: keep the button held and pull away to stretch his nose, bend his ears or drag his forehead down over his eyeballs. Use the C buttons to spin and rotate his head.



Amusing enough for five minutes, you might think, but it takes a rather grotesque twist when you discover our little tip. Keep the Right collar button held down constantly and then try to distort Mario's features with the glove. Instead of snapping back into place like a fresh gusset, the little chap's face retains every deformation you inflict upon him. If you always thought the little plumber was a bit of a jackass, here's your chance to give him a suitable phizzog.

It's trivial, we admit, but remember that you saw the first Mario 64 pad cheat right here. Congratulations again go to Wilhelm. How jealous the other TOTAL! readers will be when they see a piccy of Hazel slapped across your bosoms.



## SNES TACTIX



## BREATH OF FIRE 2 (SNES) (86%, Issue 51)

First off, I'm going to sort out a few bits and pieces regarding our Shamen-finding in issue 56. There are a couple more you might have missed.

### The Earth Shaman

You should contribute at least 2,000 GP to the shrine at Namanda when you come across it. Later in the game, when Rand finds his mother has disappeared, he's forced to fight a 'holy' knight:

don't use any elemental magic that might damage the earth in the allotment. When you return to Farmtown after destroying the Grand Church you'll discover the Shaman waiting here in Daisy's garden. And an odd chap he is too.

### The Holy Shaman

Returning to Bandon Church later after the Grand Church incident, search the underground passages uncovered by Katt: the Holy Shaman occupies one of the adjoining prison cells. She won't appear until quite late, so don't be surprised if you don't find her at first.

### The Devil Shaman

When the Dragon in the forest behind Gate has ceased to guard the entrance to the underworld, you'll find doors behind both her claws as well as underneath her head. The Devil Shaman will appear from behind one of the doors at this point.

This opens up a few more opportunities for transformations. I thoroughly recommend combining Rand and Earth, Nina and Holy, Katt and the Devil, Jean and Holy or Spar and Devil. Of especial note is the Giant Japanese Robot created by the spiritual union of Bow, Devil and Holy. Great!



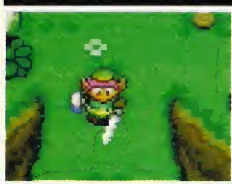




## ZELDA IV

(97%, Issue 23)

Would you believe the following tip was actually sent to me personally by Elle MacPherson and had her phone number scribbled on the back in lovey-dovey purple felt pen? Of course not, and nor would any other sane person. All I've got to share is a money-saving technique for *Zelda IV*. For the small price of 10 Rupees you can renew your entire supply of



Magic Powder on the cheap – by winning the Trendy Game every time. First, hold down the B button until the crane has rumbled all the

way over to the right side of the conveyor belt and is hovering in the middle. Now just wait until the prize you want is in the lower left hand corner and immediately tap the A button. In the time it takes to automatically lower the grab and close both jaws, your desired prize will have rolled perfectly into place.

If you want to see something special then you should try out the Trendy Game during that part of *Zelda IV* when Marin is tagging along. No, we're not telling you what it is. Try lifting and throwing some jars with her in tow, too.



## PUGSLEY'S SCAVENGER HUNT

(89% Issue 16)

Gary Ollivant of Barnsley has a new trick for an old game – but you do need to own a 'special' non-official joypad with an autofire option. Set the L&R collar buttons to semi-auto (rapid fire whenever you hold the button, basically). Now jump against any wall and press L or R depending on which side the wall is. Miraculously, Pugsley will stick to the wall! Now



you can effectively climb using the B button.

You could try it with a normal pad if you're really fast, Gary reckons, but he's got a 'special' pad and so he probably doesn't care about the rest of you anyway. In fact, we bet he said that just to rub it in.



## SECRET OF EVERMORE

(70%, Issue 49)

One key to beating Square USA's *Mana* imitation is accumulating as many powerful alchemical formulae as possible, so take a look at these fabulous monster-killing beauties.

**STING:** As you make your way across the Great Desert, the landscape repeats itself many times over. Stop at each oasis until you find an old man who will give you the



secret formula for this attack. He only appears at random, though, so take plenty of health-reviving items and magic. Even then it's a very rare occurrence to actually meet him. If at first you don't succeed, try, try, try again. Then give up and walk away. No point making a damn fool of yourself.

**LANCE:** Search the houses when you first explore Gothica. In one particularly large dwelling you should bump into an old dear who mentions her husband, Lance, and his adventuring days. Now go upstairs and examine the chests but don't open them. When you go back downstairs you'll meet Lance himself, who gives you permission to help yourself to the gear. At that point he'll also reward your communal spirit with the megadeath Lance formula.

Finally, Chris Hinkley of Peckham claims his dog sniffed out a stash of 99 Call Beads outside of Antiqua's castle in the little gap between the right-hand wall and the water. We recommend a tighter lead.

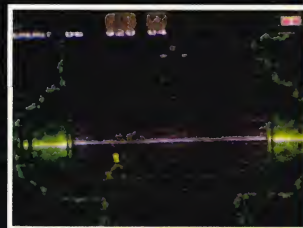


## SUPER METROID

(91%, Issue 30)

Are you a good or patient games player? Because the following tip may take more than a few attempts to execute. Or it may drive you certifiably insane. David Bolduc of Quebec has obviously mastered the numerous abilities at Samus' disposal in *Super Metroid*, as he's found a way to reach the Kraid boss of Brinstar without

collecting the Hi-Jump Boots first. If you've met the three dancing Etecoon aliens, you'll already have had to climb a high vertical shaft using the necessary wall-jumping method. And thus know how thumb-chewingly tricky it is to perform.



To enter the final section of Brinstar you need to reach the high entrance 'jaws'. Move tightly into the lower left ledge of the room, hold down the Dash button and turn to face right. Run half a step, jump toward the high platform and press jump again to bounce your spinning bodysuit off the side of it. Curl up and right and you've made it! Needless to say, this whittles a huge crumbly pile of time shavings from your final record – David reports a current personal best of 1 hour 26 minutes.



## NFL QUARTERBACK CLUB '96

(85% Issue 49)

This extended chorus of close-harmony male voice tippage comes straight from Llanbedrgoch, cour-





tesy of Alistair McLean (no relation), although he admits you'll find them by winning all of the simulation games. All of the following pad combinations should be entered on the copyright screen, and we've abbreviated START as ST, down as D. Why? Because we can.

#### Y B Y B Y B NFC/AFC Mode

Play with the NFC and AFC in pre-season mode

#### A Y B A Y B Fumble Mode

Incur fumbles on the first two tackles of every game

#### B Y B Y B Y No Fumble Mode

Hummmm, wonder what this prevents?

#### B Y ST ST ST ST No Play End Mode

Knock each other about after play! As long as one player is on the ground you can keep rumbling indefinitely.

#### A Y ST ST Y B Up and Over Mode

Every dive is an up and over.

#### B Y A A Y ST Speed Burst Mode

Unlimited turbo injection for your players.

#### ST Y D Y ST ST Rookie Team Mode

Whoever you choose will be a bit nob, thanks to an attribute handicap.

#### Y Y Y Y Y Y Super Slippery Mode

No matter what the field conditions, everyone will be slip-sliding about.

#### D Y D D Y D Iguana/Acclaim Mode

Bring the two best powerhouse teams into pre-season mode

#### ST Y D ST Y D Blackout Mode

Help! It's all gone pitch black!

#### D D ST D D ST Spring Mode

Players get thrown in the air by random springs. Um, yep, that's what it says here.

#### ST ST B ST ST B Stealth Mode

A real test of skill, as all the CPU players become invisible.

#### B Y D Y ST ST Powerteam Mode

Any team you choose will have incredible attributes. (Can we say that?)

#### D ST A Y B D Chaos Ball

What happens when all the codes are activated simultaneously? Chaos Ball!



## MADDEN NFL '96

Back in issue 54 we printed a vast list of Madden cheats to get yourself some historic bladder-bouncing action with classic American Football teams.

The problem? The list wasn't complete, and I'm a bit of a starch-trousered perfectionist. Never mind. With the help of Mister Steve Riswold – who's an American, and thus had to recite great sporting trivia at school every morning before the Pledge of Allegiance – I can now provide all of the remaining codes. Aren't I the bee's knees?



After selecting 'Play Now', wait for the team's helmet to appear on screen and tap in the combination listed. Where mentioned L and R refer to the collar buttons, NOT left or right on the D-Pad.

#### AFC East

1968 Jets A, R, R, A, Y  
1973 Bills A, L, A, B, Y

#### AFC West

1969 Chiefs B, L, L, Y, R, A, Y  
1977 Broncos B, R, A, Y

#### NFC East

1960 Eagles A, L, L, Y  
1975 Cardinals A, B, B, A  
1982 Redskins L, Y, B, R, L  
1986 Giants L, B, L, A, R, R, Y

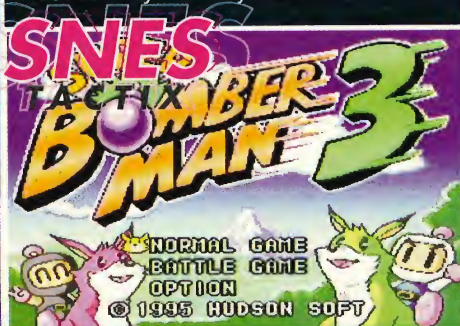
#### NFC Central

1976 Vikings B, R, A, L, L

#### NFC West

1968 Rams B, A, R, L, Y  
1979 Saints Y, A, L, L

I've just had a terrible thought. What about the Jaguars (AFC Central)? Gah, I seem to be missing one last code! Nooooo! Anyone? Anyone?



## SUPER BOMBERMAN 3 (91%, issue 47)

A small prayer to games developers everywhere:

Dear Bod,  
– who art in game design,  
and probably quite beardy too –  
though we may be led into temptation by Mario 64,  
please do not forsake 2D gaming  
for ever and ever. Amen.  
Well, it would be a shame if future generations never got the chance to enjoy the likes of multi-tap Bomberman (how could it possibly work in 3D?).

Deakin Scott of Chertsey tells us that if you type in the final code of the normal game in two-player you'll see two Bombermen giving the thumbs up. We think he means 0803, the end sequence code, rather than 3104, the password for the last battle. But hey, you've just been given two codes and can try them out for yourself. He adds that many of the codes we've already given you can be combined.

So if you were to start a Normal Game, enter 5656 as a password (Golden Bomberman), then enter 1616 (stage modifier), then 1511 (extra hard CPU bombers), you can start a Battle Game with all three effects in operation. See how casually we sneak in all this information?



## STARWING (96% issue 16)

... Or Starfox, if you're prone to premature expenditure. Don't worry, it happens to us all at some point. It's a top budget buy nevertheless, so without further ado –

You've probably noticed that you can use buttons other than START to spin and zoom your AR-Wing on the continue screen. Not to mention the spacy video effects, courtesy of Top Of The Pops circa 1978, that

leave a feed-back burn-out trail.

However, Ian Gore of Bridgwater in Somerset

writes that if you press Y on the second controller in this section you can cycle through all the polygon shapes and enemies (except bosses, which are generally TOO BIG) in the game. Now you can use the buttons on the first controller to examine them all at your leisure.

If I now mention that a shooting star zips diagonally across the galactic map when you've left it alone for long enough, I've pretty much covered everything secret in Starfox except the giant egg/one-armed bandit scenario. Next month, maybe.



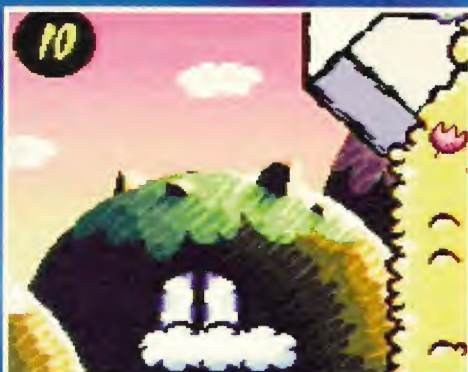
## YOSHI'S ISLAND (94% issue 47)

The man Compton threw this one open in the penultimate issue of Super Play and I'd like to take this opportunity to thank everyone who responded with top tips. Special mention goes to Darryl Rabot of Smallfield, Surrey, whose

technical diagram left us in no doubt how to solve the problem. In stage 2-3 you'll come across a hollow vertical shaft in







the rock where you can see a line of coins and a 1-Up balloon but no obvious way in. How to get the goodies? The answer lies in a nearby morph bubble.

Touch it and Yoshi will change into a digging mole, whereupon you'd normally burrow right to claim the key to the bonus game's blue door. Instead, head left and down into what looks like a deadly chasm. You'll follow the rockface down and right,



climbing along the ceiling of a secret passage that leads you all the way along to this tiny treasure stash. Time is tight, but that's because you rely on the morph effect running out to pull you back safely to your starting point. It's easy enough to work without being able to see Yoshi off-screen because simply holding the direction on the D-Pad will cause him to negotiate the surface features automatically.

More Yoshi nonsense next month.



# A SERIOUS MATTER

Having got fired up about the Olympics, we decided, sad or not, that in fact the most serious matter in all the world is that of winning. Not taking part. Winning. Being the best. Destroying your opponents until all that's left is a blubbing heap. If you reckon you're any good, (and we seriously doubt it) send in your Tactix to TOTAL Tactix, 30 Mornmouth Street, Bath, BA1 2DL. COME ON THEN...

## TOTAL SOLUTIONS

We spoil all your favourite games by tipping them right up!

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Turn to page 74 to order all the back issues you'll ever need!



# Reader Ads

Forget car boot sales! Forget 'doing' swapsies with your mates in the playground. Forget ringing up your local games retailer using the company's phone bill. TOTAL! have made it easy for you. All you have to do now is write to us and tell us what you want to tell others and we'll slip it cunningly, yet secretly, into this beautifully designed section. Ingredients: Form, pen, sale.

## Sales

- SNES in mint condition + Killer Instinct, Doom, Mario All Stars, Starwing. £200 o.n.o. Ring after 6pm. (012665) 40036
- I have Killer Instinct and Super Star Soccer Deluxe for SNES. Will sell at £20 each. I also have Super Star – £10. All games boxed with instructions. Ask for Alan. (01895) 677459
- Mega Drive for sale. Two joypads, six games, Mk2-3, Toy Story £100. Tel. (01777) 228392
- I am selling Lemmings for £10, JP2 for £15, and Alien 3 for £10. Ask for Cow or Dan. Tel. 624964
- Game Boy and Game Gear set, many games. Mint condition £150. Carry case for each. Ask for Mike Weekends only. Tel. (01628) 473650
- Issues 2-45 of TOTAL! for sale! Prices from £2-£3! Ask for Mark. Tel. (015047) 65246
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- SNES games for sale. Desert Strike £15. Starwing £15. Lethal Weapon £10. Tel. (01689) 600019.
- I have got TOTAL! issues (47-57) all £1.25 each, might consider lowering the price. Tel. (01977) 556250
- TOTAL! issues 1-21 and issues 31, 32, 44, plus the 1993 special. Prices negotiable. Will sell separately. Tel. (01752) 706747
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● TOTAL! issues 1-28, all mint condition, worth £70, offers. Tel. (01428) 606623

● I will sell a (UK) SNES with 10 top class games inc. (Super Mario Kart),

**● Wanted: Nintendo computer (circa 1986) with R.O.B. (Robotic Operating Buddy) Ref NES P012. Doesn't matter if R.O.B. is missing. Tel. (01983) 740245**

two extra joypads + 5 player multitap for around £200. Ask for Andi. Tel. (01428) 751561

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## Swaps

- Hi, I'll swap my Killer Instinct for your Cannon Fodder. Call after 5pm. Ask for Michael. Tel (01792) 585986
- Swap my Prince of Persia (unboxed) for your Aladdin (unboxed), or my Mario All-Stars for your Killer Instinct without CD and my Yoshi's Island (unboxed) for your DKC2 (unboxed) Tel. 0171 2625314
- I will swap Doom for SSF2. Send S.A.E. with SSF2 and I'll send Doom. Add. 10a Newtown, Offenham, Evesham, Worls, WR11 5RZ
- I will swap DKC 1 for Pilotwings plus two cheats for DKC 1. Tel. (01204) 527161
- TOTAL! issue 24, 25, 27, 28. OR copy of Zelda 4 GB. Part 1, 2, 3, 4, 5 34 Inskip Crescent, Stevenage, Herts SG11JY

## Wanted

- Wanted Perfect Eleven 2 (jap version) aka ISS deluxe in UK. Call Steve. Tel. (0121) 6053364
- Castlevania 2 wanted for GB. I will pay £10- doesn't have to be boxed with instructions. Call Alan. Tel. (01895) 677459

## Pen-pals

- I would like a female penpal age between 12-15, write add. 18 queen road, Airedale, Castleford, West Yorkshire, WF10 3EQ

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# The

# TOTAL!

## Crossword



Ken Dodd would probably say "How tatifilarious" at this point. But clearly he's a freak. Onwards, to the TOTAL! Crossword...

**Win**  
A copy of  
*Kirby's Dream  
Course* on the  
SNES

### Across

1. The girl whose castle you start Super Mario 64 outside. (8,5)
7. Classic old-skool SNES scrolling blaster. (7)
8. You must unlock one to enter each of Mario's new worlds. (4)
10. \_\_\_\_ Bowl - issue 22's tricky American footy sim. (5)
11. The second finest SNES footy game, from Ocean. (6)
13. By going into special caves in SM64 you \_\_\_\_ elsewhere. (6)
14. This coloured block turns Mario into Metal Mario. (5)
18. \_\_\_\_ of Persia's just had an unfitting sequel. (6)
19. Web-spinning superhero star of a SNES game or two. (9)
20. Upside-down, boat-bound, rescue-'em-up platformer based on one of Atko's favourite films, The Poseidon Adventure. (1,1,1)
21. \_\_\_\_ 'N' Mac - stars of a couple of ninja caveman platformers. (3)
22. Altogether now... how many dimensions does Super Mario 64 have? (5)

### Down

1. A new N64 flying game that you can read rather a lot about in this issue. (9)
2. Nigel Mansell's \_\_\_\_ Racing. (7)
3. Mazza gets fired out of one in his new game. (6)
4. Not a real City. (3)
5. Third in the Strike series of chopper games. (6)
6. The finest SNES footy game, by Konami. (1,1,1,1)
9. And altogether again... how many hundred percent did SM64 score? (3)
11. Kryptonite-fearing superhero star of a SNES game or two. (8)
12. \_\_\_\_ 'N' Pocky. Or \_\_\_\_ Rodent. (5)
15. \_\_\_\_ Stage '95. One of the least fine SNES footy games. (6)
16. \_\_\_\_ Forget Take That. (5)
17. Mazza's new swimming dinosaur friend who we introduced you to last issue. (6)

There are few things in life as satisfying as the TOTAL! Crossword... Actually that a load of cobblers isn't it? Let's face it, a good meal, a new SNES cart, a can of coke, Christmas, fresh air, a day at the seaside, summer holidays, flash cars, big motorbikes, a date

with a lovely lass, a top movie, a gripping novel, Jelly Tots, winning at Mario Kart, earning a living playing games, being told your rich Aunt who you never knew has died and left you £3,000,000... all these things are far better than a crossword. Still, send your scribbblings to: TOTAL! Crossword, 30 Monmouth Street, Bath, BA1 2BW.



**And The Winner Is...**  
**Derek Harris from Altrincham, you are the proud owner of Donkey Kong Country 2.**



Ooh, that puzzle was very hard. It's made me all dazed and confused. Just look at the state of my face for chrissakes. Jeez, I'm vile.



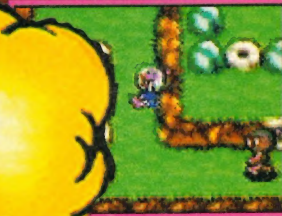
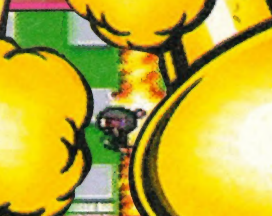
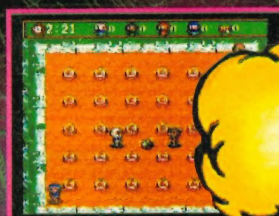
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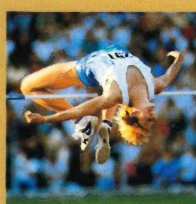
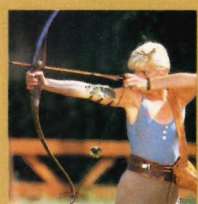
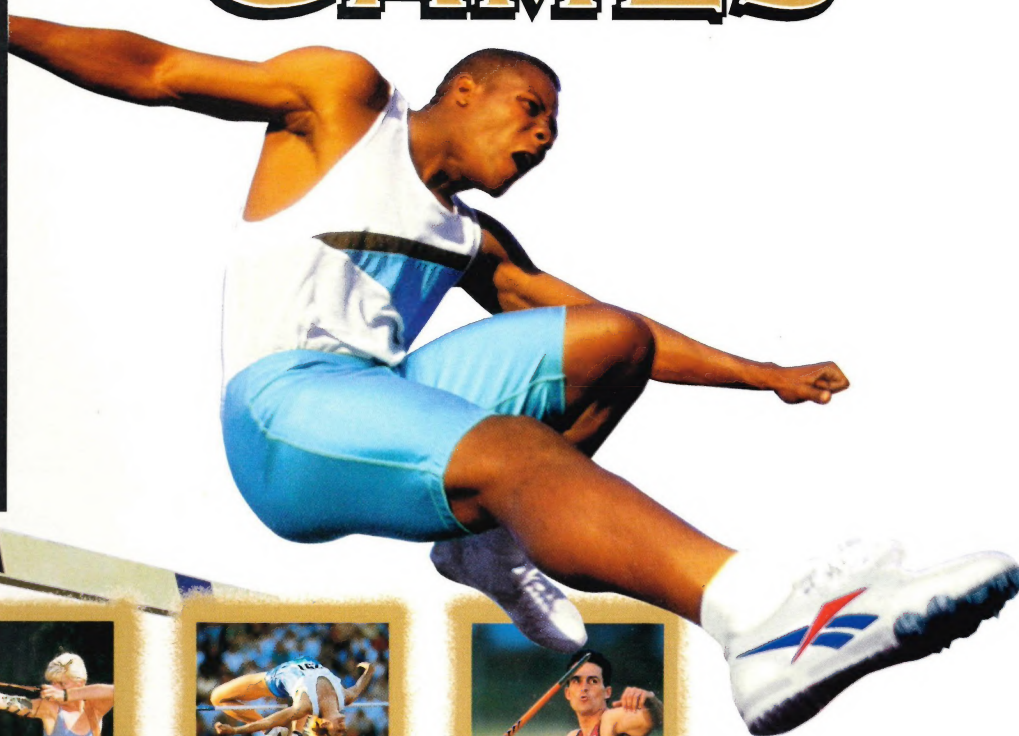
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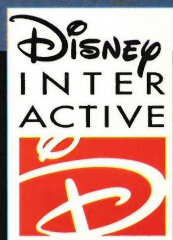
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